Cider PRESS

San Francisco Apple Core

MARCH 1983

IN THIS ISSUE:

		PAGE #:
Active Volunteers & Committees		4
Cider Press Policy		4
Reprint 'Surprise'	John Scribblemonger	5
B*A*S*I*C	Joyce Conklin	6
Obligations	Gene Wilson	7
REVIEWS		
Speed Reading on the Apple	Michael A. Fischer	8
Microfazer - A Printer Buffer	Michael A. Fischer	9
Personal Check Manager (PCM)	Dick Hein	9
Macrosoft	Robert Fusco, MD	10
More Than Forty at a Savings	Rudy A. Guy	11
Format II	Gary L. Knox	12
Article Submission	Gene Wilson	16
List Handler	Dick Hein	16
Empire of the Overmind	Jordan Weinstein	18
Proof Reader	Woody Liswood	18
Move-It	Woody Liswood	20
PASCAL		
Recent Pascal Sources	Max J. Nareff	22
APPLE CORE OFFERINGS		23
Announcing: Children's Benefit Computer Fair		24
SFAC 1983 Programming Contest	Don Scellato	24
Interest Group Leaders-Phone List	Gene Wilson	26
Political SIG Makes Debut-Satire? (Maybe!)	Altoona G. Humptulips	26

GENERAL MEETINGS:

MARCH 19
APRIL 16
MAY 21

Cybet Computers

COMPUTERS FOR HOME AND BUSINESS

2270-I OAK GROVE ROAD
WALNUT CREEK, CA 94598
TEL: (415) 933-1131

MAIL ORDER DISCOUNTS

To all Apple Core Members **-20% Off-** Mail Order Only.

Beagle Bros.:

Apple Mechanic	$23.60
Alpha Plot	31.60
Beagle Bag	23.60
DOS Boss	19.20
Flex Text	23.60
Frame-Up	23.60
TypeFaces	16.00
Utility City	23.60

Penguin Software:

The Graphics Magician	$47.96
Apple Graphics Special	31.96
Complete Graphics Sub.II	55.96
Additional Fonts & Sets	15.96

Books:

Basic Prog. Guide Pascal	$ 7.96
CP/M Primer	11.96
Beneath Apple DOS	15.96
Bag of Tricks	28.80
Data Base Mgmnt.	13.56
Using 6502 Asmb. Lang.	15.96
Science & Eng. Prog.	12.79
Osborne CP/M User's Gd.	10.39
Practical Pascal Prog.	12.79
6502 Asmb. Lang. Subrout.	12.76
Apple II Users Guide	13.56
VisiCalc Home & Ofc. Com.	12.79
Asmb. Lang. Prog. f/ AII	10.36
Kids & the Apple	15.96
Intro. to Microcomputers	10.00
Some Common Basic Prog.	11.99

AND MORE!

Omega Microware:

Locksmith	$79.20
The Inspector	47.96
The Consolidator	39.96
The Manager	27.96
Watson	39.96

Educational:

Algebra 1	$31.96
Algebra 2	31.96
SAT Word Skills	39.20
CompuRead	23.96
Counting Bee	23.96
Decimals	39.20
Fractions	39.20
CompuSpell	23.96
Elementary Math	31.96
Spelling Bee/Reading	31.96
Typing Tutor	19.96
Master Type	31.96
MatheMagic	79.96
Magic Words	55.96
Magic Window	79.96
The Linguist	32.00
U. S. Const. Tutor	23.96

VisiCorp:

VisiCalc	$200.00
VisiFile	200.00
VisiPlot	160.00

Games:

Alien Ambush	$19.96
Snack Attack	23.96
Apple Panic	23.96
Space Vikings	39.96
Arcade Machine	47.96
Aztec Adventure	31.96
Bolo	31.96
Castle Wolenstein	23.96
Choplifter	27.96
Star Blazer	25.56
Cranston Manor	27.96
Story Machine	27.96
Crossfire	23.96
Davids Midnight Magic	27.96
Delta Drawing	47.96
FaceMaker	27.96
Frogger	27.96

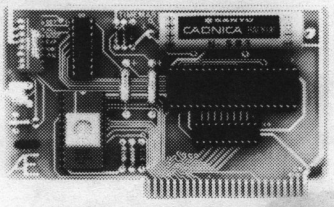
AND MORE!

Give us a call for other fine **Apple** products that we carry.

Apple Peripherals Are Our Only Business

That's Why We're So Good At It!

The TIMEMASTER
Finally, a clock that does it ALL!



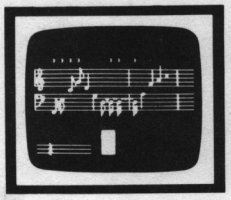
- Designed in 1983 using I.C. technologies that simply did not exist when most other Apple clocks were designed.
- Just plug it in and your programs can read the year, month, date, day, and time — down to 1 millisecond!
- Powerful 2K ROM driver — No clock could be easier to use.
- Full emulation of most other clocks, including Mountain Hardware's Appleclock (but you'll like the TIMEMASTER mode better).
- Compatible with all of Apple's languages, CP/M and PASCAL software on disk.
- Eight software controlled interrupts so you can execute two programs at the same time.
- On board timer lets you time any interval up to 48 days long down to the nearest millisecond.

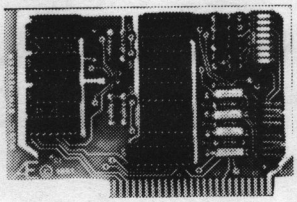
The TIMEMASTER includes a disk with some really fantastic time oriented programs (over 25) plus a DOS dater so it will automatically add the date when disk files are created or modified. This disk is over a $200.00 value alone — we give the software others sell. All software packages for business, data base management and communications are made to read the TIMEMASTER.

If you want the most powerful and the easiest to use clock for your Apple, you want a TIMEMASTER.

PRICE $129.00

Super Music Synthesizer

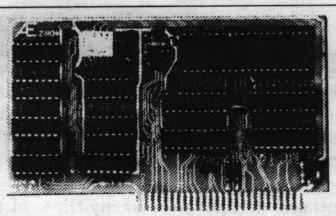




- Complete 16 voice music synthesizer on one card. Just plug it into your Apple, connect the audio cable (supplied) to your stereo, boot the disk supplied and you are ready to input and play songs.
- It's easy to program music with our compose software. You will start right away at inputting your favorite songs. The Hi-Res screen shows what you have entered in standard sheet music format.
- We give you lots of software. In addition to Compose and Play programs, the disk is filled with songs ready to play.
- Easy to program in Basic to generate complex sound effects.
- Four white noise generators which are great for sound effects.
- Plays music in true stereo as well as true discrete quadraphonic.
- Full envelope control.
- Will play songs written for ALF synthesizer (ALF software will not take advantage of all the features of this board. Their software sounds the same in our synthesizer.)
- Automatic shutoff on power-up or if reset is pushed.
- Many many more features.

PRICE $159.00

Z-80 PLUS



- TOTALLY compatible with ALL CP/M software.
- Executes the full Z-80 and 8080 instruction set.
- Fully compatible with microsoft disks (no pre-boot required).
- An on-card PROM eliminates many I.C.'s for a cooler, less power consuming board.
- Does EVERYTHING the other Z-80 boards do, plus supports Z-80 interrupts.
- Complete documentation included. (User must furnish software)

The Z-80 PLUS turns your Apple into a CP/M based computer. This means you can access the largest body of software in existence. Two computers in one and the advantages of both, all at an unbelievably low price.

PRICE $139.00

Analog to Digital Converter

- 8 Channels
- 8 Bit Resolution
- On Board Memory
- Fast Conversion (.078 ms per channel)
- Eliminates The Need To Wait For A/D Conversion (just PEEK at data)
- A/D Process Totally Transparent to Apple (looks like memory)

The analog to digital conversion takes place on a continuous, channel sequencing basis. Data is automatically transferred to on board memory at the end of each conversion. No A/D converter could be easier to use.

Our A/D board comes standard with 0, 10V full scale inputs. These inputs can be changed by the user to 0, -10V, or -5V, +5V or other ranges as needed.

Information on temperature sensors is given in manual.
The user connector has +12 and -12 volts on it so you can power your sensors.

Accuracy	0.3%	Input Resistance	20K Ohms Typ

A few applications may include the monitoring of ● flow ● temperature ● humidity ● wind speed ● wind direction ● light intensity ● pressure ● RPM ● soil moisture and many more.

PRICE $129.00

Digital Input/Output Board

- Provides 8 buffered outputs to a standard 16 pin socket for standard dip ribbon cable connection.
- Power-up reset assures that all outputs are off when your Apple is turned on.
- Features 8 inputs that can be driven from TTL logic or any 5 volt source.
- Your inputs can be anything from high speed logic to simple switches.
- Very simple to program, just PEEK at the data.
- Now, on one card, you can have 8 digital outputs and 8 digital inputs each with its own connector. The super input/output board is your best choice for any control application.

PRICE $62.00

Our boards are far superior to most of the consumer electronics made today. All I.C.'s are in high quality sockets with mil-spec. components used throughout. P.C. boards are glass-epoxy with gold contacts. Made in America to be the best in the world.

Applied Engineering's products are fully tested with complete documentation and available for immediate delivery. All products are guaranteed with a no hassle two year warranty.

All Orders Shipped Same Day
Texas Residents Add 5% Sales Tax
Add $10.00 If Outside U.S.A.

Send Check or Money Order to:
APPLIED ENGINEERING
P.O. Box 470301
Dallas, TX 75247

Call (214) 492-2027
7am to 11pm 7 days a week
MasterCard & Visa Welcome

ACTIVE VOLUNTEERS & COMMITTEES

CIDER PRESS

OFFICERS:

President:	Peter C. Weiglin
Vice-President:	Rance Fields
Vice President:	A.S. ("Woody") Liswood
Secretary:	Glenda Lloyd
Treasurer:	Gary Knox

DIRECTORS:

Alan L Smerican	415/566-2342
Peter C. Weiglin	415/345-3980
Rance Fields	415/563-2173
Kenneth D. Silverman	408/246-5449
Stephen C. Lloyd	415/222-5868
A.S. ("Woody") Liswood	415/585-6375
Gene Wilson	707/996-8612
Don Scellato	415/672-2051

COMMITTEES:

Membership -		
Alan L Smerican		415/566-2342
	Ted Chatterton	
Cider Press -		
Editor	Gene Wilson	707/996-8612
Asst. Ed.	Peter Weiglin	415/345-3980
Asst. Ed.	Ken Silverman	408/246-5449
Graphics	Jim Linhart	415/652-0909
BASIC	Joyce Conklin	415/341-6955
Adv. Mgr.	Alan W. Johnson	415/479-1099
	Richard Highsmith	415/871-2679
Int. Grp. Coord.	Steve Lloyd	415/222-5868
Marketing Dir.	Don Scellato	415/672-2051
Review Group	("Woody") Liswood	415/585-6375
Demo Coord'r	Rance Fields	415/563-2173
IAC Rep.	Peter C. Weiglin	415/345-3980

CIDER PRESS POLICY

All manuscripts, photographs, and other materials will be considered submitted free and released for publication. They become the property of the San Francisco Apple Core and the CIDER PRESS. Authors should clearly mark all material submitted for publication so that proper credit can be given.

The views expressed in any articles are those of the authors, and not necessarily those of the San Francisco Apple Core, Inc., the Editor, Club Officers or Directors . . . or anyone else in their right minds.

The San Francisco Apple Core Incorporated is a non - profit organization comprised of and supported by owners and users of Apple I I and Apple / / / computers. The Club is run by officers and committees, and the Club endeavors to aid Apple owners through its Program Libraries, Program Disks, meetings, and this publication.

Article Submission: The CIDER PRESS welcomes any and all articles dealing with Apple computers and their associated hardware and software. Articles may be submitted (typed or printed, double - space), or as disk text files using any of the popular word processors or text editors. Any author who has an article published in the CIDER PRESS will receive a free copy of the most current Disk - of - the - Month.

Reprints: All articles appearing in the CIDER PRESS not copyrighted by the author may be reprinted by other *non - profit* Apple User Groups, without prior permission, so long as proper credit is given to both the author and the CIDER PRESS. Permission to reprint a copyrighted article must be obtained in advance, by writing to the authors, c/o the San Francisco Apple Core.

San Francisco Apple Core
1515 Sloat Blvd.
San Francisco, CA 94132

COMMODORE'S PET GOES BELLY-UP
CORE BIGGIE ARRESTED
GLITCH SOUGHT IN SURROUNDING SCANDAL
DATELINE...SCANDAL...BT...AUGUST 33, 1978

(Reprinted from "The AppleCore Newsletter", Vol. I, No. 6 - this was 'our' club newsletter BCP-before "Cider Press". Ed.)

(This article is in response to questions raised after I mentioned the mysterious 'John Scribblemonger'. John's marvelous contributions were well worth waiting for each month!)

Carnage swept this tiny seaside community this morning during what appears to have been a reiterative altercation centering upon our own beloved John Scribblemonger, just shortly after he had ventured FORTH from his hospital bed.* According to eyewitness accounts, the incident began shortly after nine A.M. as John S. brought his yacht, the "BUSTER BROWN" into the harbor of Scandal. After tying the passenger vessel (of the giant "Floating Bus" RS-232 class) up to Port 1, one of the eight which parallel the Deyemmay Memoriable Daisy Field, Scribblemonger disembarked the ship, accompanied only by his trusty dos Tige (he lives there too!) who had been disembarked on a much earlier occasion.

(*-Our Milpitan Mentor had soon realized the attendant difficulties of capitalizing any new product from the confines of an infirmary and therefore had moved to the yacht with his lovely private nurse.)

As the Commodore and Tige walked beside the cabled walls of the great hulking slots, the dos suddenly jumped through one of the small openings lined with dinner plates, which punctuate the port's ponderously planked platform. As Scribblemonger squeezed his massive main-frame through the hole, screaming for his little chum, the frightened dos popped up through another plated-through hole, finding himself beneath teh very underpinnings of City Hall, at 6502 H St., corner of 7th. Those of you as familiar with Scandal as John Scribblemonger will well understand the plight of the plucky dos as he dodged the streaming traffic. He ran east on H St., past the four-way stop lights on 13th, around the ping-pong courts on 14th near J, and then south on 14th St., past the paint store on 14th and F. He was next spotted cutting through the industrial section, over to 10th St., racing down along side the goat farm.

(For the sake of these readers who cannot for the life of them figure out what is going on, let us offer a brief explanation: this article is in fact a cleverly disguised tour-de-farse of the inside of your Apple. If you will open your red book to page 123 and refer to pages 143 to 151 you will be able to follow the path of the errant pair. The address of the City Hall, for example, tells you that it is located in row H, column 7, and is a 6502 chip.)

(Ed's note: You don't know about the 'Red Book'? Find an old-timer and get the straight story!)

Eyewitness report from framer Vidgen (rhymes with 'pigeon'): "Ayup, I recon it was long about eleven. The wife come out to the pastcha to tell me that the goats 'uz thusty. 'Never mind', says I, 'you put on the kettle, and we'll give them rams something nice and refreshing.' It was just then the wife seen the dos go yappin' by, with that big fella lopin' just behind."

And yapping and loping they went, all the way to A St., Broadcast Row, and the local offices of The Apple Core Journal at 2513 A St., corner of 5th. Here the badly scared dos tried to find refuge but was refused entrance by an unidentified guard described only as having a "rather fiendish grin". With a winded and wilting Scribblemonger chuffing behind him, the tired beast headed North, straight into the path of 16 bi-directional bus lines. He scurried across the rails, pausing momentarily on one of the green safety islands while a burst of bits went screaming by.

We talked with Chip Pfuller, a foreigner, who is, judging from his accent, either from Southern Whales or Northern Milpitas. (Southern Whales are found underwater and are given to a slight drawl; this fellow was both.) "Yes, sir, it shore looked like the little guy was going to make it too. But then he starts kinda veerin' North-west, toward the little Timer-life building (at 555 3rd.). Well, sir, all of a sudden, this old cursor, lookin' like Columbo 'cept with a right strange smile, up and flashed him and that ole dos loked to drop right into a wait-state."

Yes, and it was while friendly Tige, the tenque dos was locked helplessly in that wait-state, that the rogue address bus came careening around the corner, and, bearing down on him, scrambled him into apparent pseudo-randomness!

Arriving only moments later, Scribblemonger grabbed his little friend and booted him, repeatedly, in a vain effort to get him back on the right track. The bus lines became crowded with angry chatter (cross-talk?) about the violent goings-on. Chip Pfuller: "He booted him pretty good. Even bounced the little sucker off the walls a couple times, but it warn't no use; everybody could see that that ole boy had a dead dos on his hands."

Scribblemonger's rising rage branched toward the offending address bus when he noticed to his horror that the bus driver was non-other than J. Alfred Glitch, that Evil Genius behind so many of our beloved editor's recent tribulations. And as the Commodore's pet lay belly-up, J. Alfred sped away from the scene, with a cursing Scribblemonger, having forced an interrrupt on a data bus, taking off after him. (John had accidentally left his Lone Ranger costume at the cleaners, thereby making this his very first (sigh) non-maskable interrupt.) (Ouch - Ed.)

Hip Flash, ace photographer for the Journal, reports that the police were shortly in hot pursuit of the pair, even going so far as to notify Oregon and Nevada of the chase, to enable (of course) the setting up of a tri-state buffer. (nobody's forcing you to read this, you know).

Scribblemonger proved to be a valiant bus-driver, but he was no match for the nefarious Glitch, who, being able to leap from bus line to bus line, finally managed to completely delude (and thus elude) the baffled John S. by trapping him in a loop. Yes, poor John, coming upon what he assumed to be Glitch's bus, climbed aboard and, not realizing that he had in fact looped back upon himself, repeatedly rammed the driver until he had beaten himself into something that appeared to be (according to photog Flash) an interrupt driven, real-time clock.

As we go to press, John S. has been taken into custody by the local constabulary and is being held for observation: "We want to find out what makes this guy tick". We are currently raising money to pay for John's bail and a ni-cad stand-by power supply. But John informs us that, barring any unforseen events, he will definitely be at this upcoming meeting of your Apple Core. And John is one man you can count on.

And as for Mr. Glitch, Hip Flash has just located his hiding place in the area surrounding Scandal, and the Apple Core Journal takes great, nay fiendish, pleasure in revealing it to everyone. Yes, J. Alfred, we know you are located at SOCHO3HIMEM:3OKSLS?***FORMULAE TOO COMPLEX ERR39LCLCATALOGS039GKD***SYNTAX ERREIFLSRESET.....

B*A*S*I*C

(c) Copyright by Joyce Conklin, 1983

I hope you didn't spend the ENTIRE month playing cards! But here is a sample of how to keep track of the cards in dealing hands for a game. We mentioned last month that the array for your deck should be 13 x 4 elements. This means you should have a DIMension statement at the beginning of your program which says:

```
linum DIM D(13,4)
```

where D is the array for the deck of cards, the first argument represents the face value of the card (with some adjustments) and the second argument represents the suit. Incidentally, you do remember that the word "argument" does not refer to a spat, but to the number(s) inside the parentheses.

In starting your game with a fresh deck, you need to have your array set up so that any card is as likely to be picked as any other. The first time you run the game from a cold start (PR#6, or just turning on your machine) the array is automatically set at zero. However, if you want to deal a number of hands, and then start over again with a shuffled deck, it is not convenient, to say nothing of being hard on the electronics of your Apple, to have to turn off your computer, or at best boot the disk again in order to clear the array. In some computer systems, there is a set of commands using MAT which operates on an entire array; unfortunately for our card playing, this is not the case for Applesoft. If you want to clear the array (we'll discuss how it got "un-clear" later) you will need to set each element to zero by the use of a pair of FOR-NEXT loops. The module to do this looks as follows (line numbers are arbitrary at this point; select the ones which will work for your program):

```
10 FOR S = 1 TO 4
20 FOR R = 1 TO 13
30 D(S,R) = 0
40 NEXT R
50 NEXT S
```

Now we're all set to deal the hand, assuming that we're going to play by the rules of the real world and only allow one card of each rank/suit combination. The Apple "deals" by generating a random number which represents the rank, and another random number which will represent the suit. If we want to deal five cards, we would do it as follows:

```
 60 FOR P = 1 TO 5
 70 R = INT(RND(1)*13 + 1)
 80 S = INT(RND(1)*4 + 1)
 90 IF D(R,S) = 1 THEN GOTO 70
100 D(R,S) = 1
110 NEXT P
```

The FOR-NEXT loop obviously deals the five cards. Line 70 selects the rank of the card. You will need to decide ahead of time if you want the Ace to be the high card, in which case you might want to renumber your array from 2-14, with 14 representing the Ace. The Jack is 11, the Queen is 12, and the King is 13. Line 80 selects the suit; I use 1 = clubs, 2 = diamonds, 3 = hearts and 4 = spades, but you may do it any way you wish. Lines 90 & 100 are the key to preventing the same card being dealt more than once. Line 90 checks to see if the value of the array element is one (has been dealt already) or zero (is still in the deck). If it has been dealt, then the computer must try to deal another card. If you use this module repeatedly (to deal several hands from the same deck without reshuffling) the speed of execution will slow down appreciably, as the random number generator doesn't know what card have already been dealt! Line 100 then sets the array element to one to indicate that the card has been selected. And then we go on to "deal" the next card.

In order to print out the cards which have been dealt, you can either do it as each card is selected, or you can read the array later. The first method has the advantage of putting something on the screen as the program executes, rather than waiting for an apparent age until all five cards are selected. (Don't you just hate the message "I'm thinking!" with annoying bells and whistles?) Incidentally, this slow-down when using BASIC is the reason that most games are written in Assembly language or machine code, which executes much faster. But that is not my area of expertise, so we'll return to BASIC. The second method has the advantage of "pre-sorting" your hand by suit, which is a desirable outcome if you are playing bridge, but which isn't much use in poker. Let's try the first method. We will need to modify the line numbers of the program, to allow the print statements to fall inside the main 1-to-5 loop, and then the program will look like this:

```
110 PRINT R;" OF ";
120 ON S GOTO 130,140,150,160
130 PRINT "CLUBS":GOTO 170
140 PRINT "DIAMONDS":GOTO 170
150 PRINT "HEARTS":GOTO 170
160 PRINT "SPADES"
170 NEXT P
```

Well, that will work as long as the cards don't have any face cards or an ace, but it would sure look funny to say the deal was a "13 of SPADES" instead of a "KING of SPADES"! So we must make a

further modification in line 110, and shove the other lines down a bit to make space. Try to do it on your own and then look at the listing in Fig. 1. If you want to write a program to deal two hands at a time, alternating cards (isn't that the way YOU deal?) then it would probably be easier to record the name of the card in a string variable rather than printing it out, store the card's name in a string array, and then have a show-down after the cards are all dealt. For example:

```
190 O$ = " OF "
200 DIM DL$(5)  <-- optional
210 DIM PL$(5)  <-- optional
220 FOR H = 1 TO 10
230 N$= R$+O$
240 N$= N$+S$
250 IF H/2 = INT(H/2) THEN DL(H/2)=N$:
    GO TO 270
260 PL(H/2+.5)=N$
270 NEXT H
```

With all this work, you might as well evaluate the hands and decide who won. But that would really be a long program. Have fun!! By adding an extra row and extra column to your array (DIM D(14,5)) so that you can keep track of how many of each kind of card (how many of one rank, or how many of one suit) you have and then go from there.

Next month I plan to have a discussion on sorting, or putting elements of the array into some kind of order. I hope that the fact that Spring vacation comes near the time of the next Cider Press deadline will allow me the opportunity to write a thorough discussion of this topic as well as a sample program for playing poker. I thought I had one all ready, but it turns out that it is only written in HP (Hewlett-Packard) BASIC, and rather poorly at that. How did I ever pass that class??! Hope to see my reader(1) at the West Coast Computer Faire.

```
102 IF R = 1 THEN PRINT "ACE OF ";:
    GOTO 120
104 IF R = 11 THEN PRINT "JACK OF ";:
    GOTO 120
106 IF R = 12 THEN PRINT "QUEEN OF ";:
    GOTO 120
108 IF R = 13 THEN PRINT "KING OF ";:
    GOTO 120
```

FIG. 1

OBLIGATIONS

Observations from a member

The time has arrived for ALL current members to decide who shall 'run' the Apple Core for the next year.

I have always been suspicious of those who would ask for my vote (or in this particular instance, my 'proxy') by telling me that they've ..'heard disturbing things..', or ..'become aware of significant problems..', etc. If there is an allegation to be made, I always feel that it should be brought out into the light of day, where I can take a good look and draw my own conclusions!

Several candidates would have you believe that they can resurrect the Disk of the Month. That sounds great, but the DOM died a lonely death from a lack of donated programs from the general membership. As a club, WE all are responsible for its death. Unless these 'would-be' miracle workers start writing lots of programs, there will have to be a dramatic shift in the entire membership to achieve this goal!

Several candidates would place the Cider Press on a monthly basis. Sorry to announce this guys, but the current President has already done that! The Cider Press has a very responsible 'core' of regulars who always are there with material. Articles from the general membership have become a rarity!
One particular candidate states that the Cider Press is being published on a very erratic schedule. Congratulations, Steve. This is the first time that you've indicated any awareness to the consequences of your missing 'paste-up' sessions — the Editor (that's me, folks) was forced to scramble at the last minute to fill the 'hole' you left by not showing up! (Members should note that the publishing of 'Interest Group' information has been very erratic. You will also note that Steve's 'Pascal' section ceased after Steve announced that 'Pascal' had died--a few of us didn't believe that one, either)!

This is the candidate that goes so far as to state that the SFAC has gone "..steadily downhill..", and he points out that poor management and a lack of cooperation are responsible. This is the same person who admits to having been part of the Board for two years?
This same person 'cooperated' with the Board recently by showing the rest of us exactly what his brand of 'cooperation' is all about. Rather than risk having the Board 'vote' to determine which of six candidates for IAC Representative the SFAC would give its 'club vote' to, he took it upon himself to remove the ballot from the clubhouse, vote (he says) for the candidate he supports (and helped nominate), and mailed the ballot to the IAC. Alan Smerican (whom Steve heartily supports for IAC Rep) reportedly gave his full blessing to this venture.
Don't even discuss cooperation to me Steve! (As a 'permanent' member of the Board, I can promise that this brand of 'cooperation' simply WILL NOT be quietly tolerated in the coming year.)

Let us all note that this 'letter' is written by an Apple Core member, and the above is NOT an official editorial of the Cider Press. The Editor has tried to NOT provide a forum for any individual's political aim or ambition! As a member of (very) long standing I have watched as different 'factions' have played their petty games, as volunteers have come, burned out, and gone.
Despite the 'rumors' that are circulated by a disgruntled few, the SFAC puts on a General Meeting (run by Peter Weiglin) that offers something to each member (as well as the 'curious' first-time visitor). The semi-annual Swap Meets are always a huge success. Costs of disks, libraries, and merchandise (including diskettes) have all declined during the current administration. Don Scellato has come a long way in his efforts to revitalize the marketing end of the SFAC.

Well, it's time to vote! My vote (or proxy) will go to get rid of the 'bean counters' and 'would-be professional staffers' in favor of reason! Please read the qualifications of each candidate carefully — then vote (or 'proxy') as you see fit!

Gene R. Wilson

REVIEWS

SPEED READING ON THE APPLE
—PROGRAM REVIEW—
(c) 1982 by Michael A. Fischer

Do you wish you had a 'tachistoscope'?
Would you like to turn your Apple into one? Do you know what it is? Do you care? If it takes you more than 2 minutes to read this review, YOU SHOULD!

A tachistoscope is an instrument used to increase reading speed. It works by flashing words and phrases on a screen at increasing speeds, training you to read faster.
"Speed Read +" turns an Apple into a tachistoscope. It provides four forms of displaying text:

'Single phrase' mode flashes single lines of text at the specified rate of speed. Single phrase is used to develop speed and ease of phrase recognition.
'Double phrase' does the same thing but instead of flashing the text always at the middle of the screen, flashes it alternating between the left and right hand sides of the screen. Double phrase develops eye movement and timing.
'Random phrase' flashes the line of text at random locations on the screen. The user can choose to keep the size of the "display window" small, medium, or full screen. Random phrase develops peripheral vision.
'Column phrase' flashes the text in 20 line columns, training you to read relatively narrow columns such as those found in newspapers and some magazines.
The width of each line of text which is displayed is also variable. In all modes except double phrase it can be 8, 16, 24, 32 or 38 letters wide. Double phrase can be 8 or 18 letters wide.

In addition to choosing the phrase mode and line width, you also choose the "flash rate", that is, the speed at which phrases are flashed on the screen. The number selected (1 to 200) translates into words per minute through a mathematical formula given in the documentation. The program also displays the words per minute rate when you are done.
The program permits you to start reading at any word in the text selection you wish.
As the text is flashing you have options other than simply continuing to read the text. You can increase or decrease the flash rate, or widen or narrow the phrase width, all by pressing a key. The keys are mnemonically related to the function involved — "F" for a faster flash rate, "S" for a slower flash rate, "W" for a wider phrase width, and "N" for a narrower width. In addition you can stop the flashing by pressing another key. When you pause the screen clears and displays the file name from which you were reading, your reading speed in words per minute and flash rate, and the current word number in the file you are on. You have the option to either continue the program, restart the program (change options) with the same or different text, or end the program.
The program comes with three built-in texts for practice:"The Outcasts of Poker Flat", "Rip Van Winkle", and "The Legend of Sleepy Hollow". Additional texts can be created by using any text editor or word processor that creates an ASCII text file. No such program is included with the package. All 96 standard ASCII characters will be flashed, including lower case if your Apple has been modified to display lowercase. The authors recommend upper case only as being easier to read and the text files supplied with the program are all upper case.
For reasons not explained, the program requires that not more than 16 text files be on any diskette used. Each text file name must also have a specified suffix (called an "extender" by the manual). I would prefer having the program deal with these messy details — after all isn't that one of the reasons for having a computer?
The program performs as specified with no problems. Screen prompts are generally simple and direct. (The only exception is the message "Press Any Key to Load from Diskette:". "Press spacebar to continue" is not only more coherent — it prevents the user from pressing such keys as shift, control or [horrors] reset in response to this message.)
The screen prompts should show what will happen if you just press return in response to the question. The manual says what each default is but this should also be shown on the screen.
The program fill justifies each phrase when it is flashed (i.e., fills spaces between words with blanks so that the left and right edges of the phrase completely fill the width. The documentation says this is done to train your eyes to learn to read at the "edges" of their vision. I would prefer an option to fill justify or left justify.
The manual is well written and informative. It has a nice feature inside the front cover — it tells you how to run the program without wading through the manual. Later it gives more detailed information and includes both material on how to improve your reading speed and references to more complete works on speed reading. Full instructions are given for using the program to increase your *reading speed*, including a listing of which mode to use and for how long each day.
The program can be copied with the standard Apple Copy Program — a refreshing policy on the part of Optimized Systems Software.
Also included with the program is a simple quiz maker. The manual says the quiz maker is just a simple, easy-to-use method of preparing quizzes and notes a more complete method is reserved for a future product. The quiz maker is not as easy to operate as others available on the market. However, since "Speed Read +" alone is worth the price of the program, the quiz maker is a nice bonus if you don't have a better one.
The complaints I have made about this program are very minor. If you want a method of increasing your reading skill and are willing to spend the 15-20 minutes a day that the manual recommends, the program should prove a real help.

$59.95, from
Optimized Systems Software, Inc.
10379 Lansdale Avenue
Cupertino, CA 95014
(408) 446-3099

MICROFAZER - A PRINTER BUFFER
Product Review (c) 1982
by Michael A. Fischer

No, a printer buffer is not someone who polishes your printer until it shines. It is a device that fits between your printer and computer and makes your life much easier.

A printer buffer typically contains between 8 and 64 kilobytes of RAM. The buffer stores data sent to the printer in its RAM as fast as the computer can send it. It then sends the data to the printer at the slower speed the printer requires. Meanwhile, your computer can be used as though the printing task was complete; in fact the computer can even be turned off.

Next time you send a long listing or word processing document to the printer — and wait and wait — ask yourself if you wouldn't rather be computing. (A variation on the old IBM slogan comes to mind: "Computers should compute; printers should print.")

I recently acquired a Microfazer printer buffer from Quadram Corporation. They make both a regular Microfazer (for any printer) and a special one for the Epson MX printers. The Epson model is a very small unit attached to the back of your Epson. Once installed it isn't noticed until something is sent to the printer. The speed with which use of the computer returns, while the printer is just starting to print, shows that the Microfazer is on duty. Use of the Microfazer is transparent. No special commands are required. The only thing you do differently is push a button on the Microfazer if you wish to clear the buffer an.. stop printing in progress. Even the color of the unit is compatible with the Epson.

The Microfazer performs perfectly. It handles several documents at once, stacking them in its memory. All the Epson command codes work properly as do hires graphics dumps. (I use the "Zoom Graphics" program as a hires screen dump. If the delay option is used, which delays sending a new line after each graphics line is printed, the printer buffer doesn't save time. This is due to the software and not the buffer.)

If the buffer is filled, the computer behaves as if there were no buffer, at least until enough has printed from the buffer to allow it to acept all output from the computer.

The Microfazer comes with eight sockets for RAM chips, each designed to hold a TI 4164 64K by 1 bit RAM chip -- each represents 8K or RAM. The machine can be purchased from Quadram in 8, 16, 32 or 64K models. Additional chips can be user installed to a maximum of 64K. It is not clear from the documentation whether you can have any combination of 1 to 8 chips or must double from 8K to 16K to 32K to 64K. User installation merely consists of removing the cover, inserting the chips, and replacing the cover. It's no more complex than upgrading RAM to 48K in the Apple (for those of you old-timers who bought a less than 48K Apple).

You have several options when installing the Microfazer on your Epson printer. The unit fits on the back of the printer, connecting into the socket where the printer cable goes, with the printer cable going into the end of the Microfazer. To install, you remove the two screw clips on the printer socket, place them on the Microfazer cable socket, insert the Microfazer into the old socket, and anchor it with two screws. As an alternative the Microfazer can be connected to the printer with a cable. The Microfazer requires +5 volts of power. The connection at the Epson does not normally carry this power. You can use a 5 volt power supply such as is used with a pocket calculator. This is simple but does require that you have an extra plug for the power supply.

The second method of handling the power supply problem is to install a one-wire jumper to the bottom of the main printer circuit board of your Epson. (Instructions are provided.) The task is not too difficult if you are reasonably proficient with soldering, take care not to bridge two connections with solder, and are not aftaid of doing some disassemblying of your printer. Of course, this will void any printer warranty.

I soldered the jumper wire and had no trouble. It took about 30 minutes.

The documentation is the only weak point to the Microfazer. Directions for installing are sometimes incomplete, occasionally requiring you to guess what is meant. The manual assumes you know what is the left, right, back and front of the Microfazer. There should be a picture with the directions labeled. It would also be desirable to more completely document the memory upgrade procdeure. The documentation lack is of minor importance because once the unit is installed and running you need only consult it if you increase memory size.

Microfazer is available from:

Quadram Corporation
4357 Park Drive
Norcross, GA 30093
(404) 923-6666

Prices for parallel-to-parallel units are:

8K - $169
16K - $189
32K - $225
64K - $299

Prices are slightly higher for serial-to-parallel, parallel-to-serial, and serial-to-serial models. Units are available both for direct connection to the Epson or as a stand-alone device.

PERSONAL CHECK MANAGER (PCM) REVIEW
by R. Hein

PCM is a program designed to make maintenance of your checking account simple. The concept of writing a program which allows you to enter your checks, code them to enable grouping them at a later time, and reconciling the account periodically is not new. Certainly a program of this type, in order to be sold to computer neophytes, must be so simple in operation as to almost preclude the need for a manual. While the program succeeds in its' intent, the manual does not.

Using the program is straight forward. It is menu driven requiring the input of single keystrokes to select amoung the requiring the input of single keystrokes to select amoung the choices displayed. The main menu consists of 10 choices (actually 1 through 0). The user is gently prompted to respond according to his needs. In this manner, checks can be entered, deposits recorded, automatic payments handled, and the account reconciled. There are also a number of utilities available from the menu such as Search/Delete/Edit, coding the check entries, turning the printer ON and OFF, exiting the program, and an abbreviate routine which allows the user to input only an

abbreviation of the payee while entering the entire name into the program. It would seem to have been a relatively simple but highly useful utility to have included the ability to write the checks at the same time as their entry. The use of preprinted check forms makes this a very desirable option.

The problems I had with this program were mostly user generated but were the kinds of problems that might be expected to occur during routine use. For instance, trying to get out of the Check Entry routine after arriving there by mistake seemed impossible. I could only get out by pressing RESET. All of the data I had entered during that session was lost. DAMN! Pressing RESET left me with a winking cursor so I typed in RUN. The menu was displayed so I tried to exit the program. The computer responded with the word WORKING which blinked on and off. However, the program was not really working. I had to reboot to get back to the program.

The program uses two passwords to enable access to the routines. The master password enables access to the entire program while the secondary password restricts access to the less mundane routines such as the Check Entry, and the Search/Delete/Edit routines. This permits a secretary or typist to maintain the account while restricting complete access to the information. The manual later states that if you ever have to change the password, the text file "WORD" will have to be deleted from the storage diskette. However, instructions are not included for the neophyte.

A minor complaint is the use of certain computer terms. In the Search/Delete/Edit routine, the menu requests which "field" you want displayed. while the choice is obvious from the context of the display, I rarely meet people on the street who ask me to select "fields".

The program is copy protected with a simple scheme but provision is made for the user to make ONE back-up copy. The instruction is given to put a write protect tab on the PCM disk before making a copy. The neophyte is never instructed to remove the tab before using the program at a later time. Since data must be written onto the program disk during its' use, this can be a very upsetting experience.

With some minor modifications the PCM would be a very useful program for the home user. However, a complete rewrite of the manual to present the program in a simple, instructive, logical format is needed.

MACROSOFT

Micro-Sparc, Inc.
P.O. Box 639
Lincoln, MA 01773

MACROSOFT + ASSEMBLER - $99.95

Reviewed by Robert Fusco, MD

I have had my Apple][plus over a year now and finally decided to take the plunge and begin to learn machine language. When trying to decide which assembler to buy, I came across the ASSEMBLER by Micro-Sparc. It is a simple assembler to run and has all the standard features such as a powerful editing, search/replace function, and even macros. But one selling feature was its compatibility with MACROSOFT. This is a "new" language which is really a cross between assembly language and Applesoft. MACROSOFT was written to resemble Applesoft as much as possible. Since the syntax is so similar, writing in MACROSOFT is as simple as writing in BASIC. The program is entered into memory using the powerful editor supplied with the ASSEMBLER. Once the program is written, it is assembled into a freestanding binary program that runs many times faster than the BASIC counterpart. This differs from compilers in that no runtime library is needed to run the program. MACROSOFT provides all the standard text, Lo-Res and Hi-Res functions as well as a few new ones. Shape tables, draw, and xdraw commands are available. Floating point math is supported. The speed advantage is well demonstrated in a bubble sort demo which is on the disk. Written in Applesoft it takes 46 seconds to sort 50 numbers in order. When the same program logic is written in MACROSOFT and then assembled, the resultant binary program takes only 1 second to do the same job! A demo which calculates all prime numbers up to 500 takes 102 seconds in Applesoft and only 10 seconds in the same program after assembly into a binary file. The documentation is excellent. Both the ASSEMBLER and MACROSOFT disks come with a hefty spiral manual which is clearly written. If at any time the disk is found to be defective, Micro-Sparc will provide a new disk for $10.00 and the original disk.

As to disadvantages, first of all to use MACROSOFT, you need the ASSEMBLER. MACROSOFT will not run without it. No other assembler will be able to run MACROSOFT. This adds another $69.95 to the $49.95 cost of MACROSOFT alone. However, the two are sold as a package for $99.95, which is a $20 savings. Second, because of memory limitations, there is essentially no error checking when entering the program. Thus you must be especially careful in your syntax. Of course, when the program is assembled, errors can be identified. Third, programs written in MACROSOFT are larger than the comparable Applesoft program. But they are still smaller than a compiled Applesoft program and do not require a runtime package to be on the disk. This would seem to free users from the worry of licensing agreements, etc.. Lastly, since this is not a compiler, you must manually re-enter your Applesoft programs to convert them to MACROSOFT.

SUMMARY

Overall, I found this to be a well documented and useful program. Since the syntax is similar, the transition from Applesoft was painless. The gain in speed was truely impressive. If you wish you could program in assembly language but don't want to be burdened with learning this tedious approach, look into MACROSOFT from Micro-Sparc.

More Than Forty At A Savings
by Rudy A. Guy

This month, instead of delving into the art of programming, I'd like to tell you about a new software package from CALL A.P.P.L.E. called Soft Seventy. I'm sure you are all aware that it is possible to purchase several different 80 column boards to put in your Apple to get an 80 character display. This is a very nice feature, butr is also very costly. First, there is the 80 column board which will cost in the neighborhood of $350 to $400. Then comes the need for a video monitor since a normal television can't display 80 character width. This will set you, the user, back at least another $200. And last, but not least, now you must find a software package that will work with an 80 column board. Sounds like a lot of fun, doesn't it? Well, don't rush out and drop a bundle on my account. Instead, give a good hard look at SOFT SEVENTY by A.P.P.L.E.

Soft Seventy allows the user to display seventy columns on a vidwo monitor or a finely-tuned black and white television. Soft Seventy requires 48k of RAM to work so if you have less, now is the time to cough up that extra $20 or $40 and increase your Apple's I.Q. (Remember when 16k cost $160 in 1979???)

When Soft Seventy is run, the program locates itself above the DOS buffers and moves them (buffers) downward. For those users who don't like to have their DOS buffers modified, there is a relocated version of S.S. which loads at $800. When S.S. is in memory, the editing features of your Apple are like those of an Apple II+. Along with the normal editing escape functions, S.S. provides the following additional features:

Esc G	Toggle font sets
Esc H	Invert text window
Esc L	Toggle upper/lower case
Esc N	Toggle inverse/normal mode (FLASH is NOT available)
Esc O	Toggle overstrike mode
Esc P	Switch Hi-Res Page
Esc Q	Exit Soft Seventy

When Soft Seventy comes up, it is in the upper case only mode. By entering an Esc L the lower case characters are accessed. Soft Seventy automatically returns to upper case only whenever a RETURN is entered from the keyboard. Since S.S. uses the Hi-res screens of the Apple, some commands, such as TEXT, GR, HGR, HGR2, are not available. To disconnect S.S. from within a program, CALL 38173 (-27363 from Integer). The following PEEK's and CALL's are supported by Soft Seventy:

CALL 38144 (-27392) Soft Seventy cold start -clears screen.
CALL 38147 (-27389) Soft Seventy warm start -screen not cleared.
CALL 38150 (-27386) SCREENREAD - POKEs character at cursor to 71.
CALL 38153 (-27383) HOME Clear screen and home cursor.
CALL 38156 (-27380) INTEGER CHR$ - Prints character at loc. 71.
CALL 38173 (-27363) Disconnect Soft Seventy

POKE 9, COL-1 Set horizontal cursor pos. to column COL
POKE 38168,32 (POKE -27367,32) Write to Page 1
POKE 38168,64 (POKE -27367,64) Write to Page 2
POKE 38171,W (POKE -27365,W) Set number of columns (W=0 - 70)

Setting the text window for Soft Seventy is very much like setting the text window in the normal, Apple, 40 column mode. Top and bottom margins are set as normal. The left margin is set in the 40 column format in the following form:

```
POKE 32, n/70*40
```

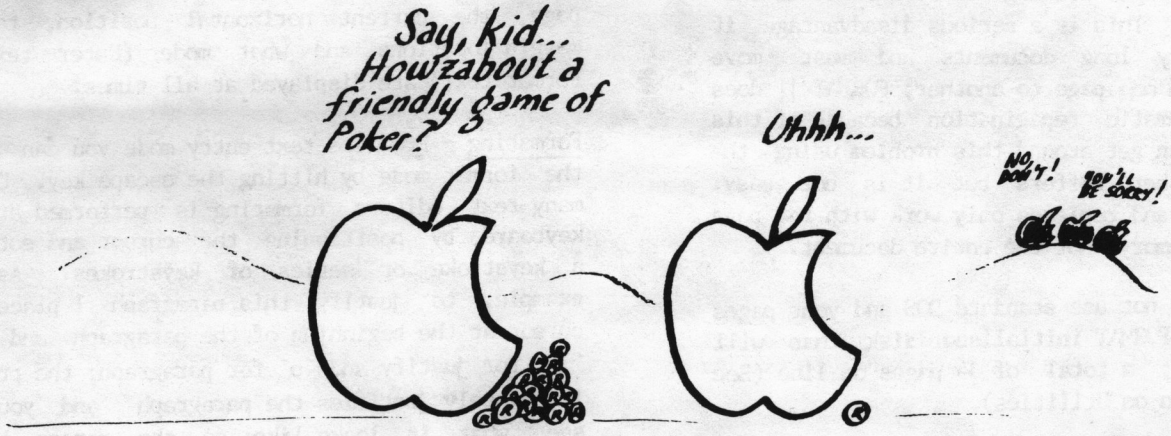
The window width is set by poking a value between 0 and 70 into location 38171 (-27365).

To execute the special functions from within an Applesoft program, the function letter should be proceeded with a CTRL-A. For example to invert the text screen the following format would be used.

```
10 PRINT CHR$(1)"H"
```

ONE MAN'S OPINION

After some initial eye strain on my black and white T.V., my eyes became "adjusted" to the 70 column display and I found Soft Seventy quite enjoyable and easy to work with. The people at A.P.P.L.E. do not recommend that you use this program with a color television as the resolution will be nearly impossible to read. I found that inverting the screen made the display much easier to read. Overall, for the price, $22.00, I found this a welcome addition to my software library.



FORMAT][: A Review

(C) Copyright by Gary L. Knox, 1982

Published by: Kensington Microware
300 East 54 Street, Suite 3L
New York, NY 10022
(212) 490-7691

Price: $250.00 (Originally $375.00)

This is another entry in the growing list of word processors for the APPLE][. I believe that this is a very good word processor, but it is not suitable for everyone's needs. In this review I will atempt to point out what I have found to be advantages and disadvantes with this WP program and where the limitations might affect the user.

*** See UPDATE at end of review ***

This review was written on FORMAT][after some initial learning experience and has been updated as I tested various features of the program. FORMAT requires an Apple][or Apple][Plus with Applesoft in ROM and 48K RAM, 1 or 2 Disk][drives with DOS 3.3, an eighty column card, video monitor and printer. The program comes with its own shift key modification which uses the game I/O socket. My system has the Videx Videoterm (inverse chip required), other 80-column cards were not tested and most of the documentation in the manual discusses the Videx card.

Comments on design - Each page is regarded as a separate document by the editor; in print mode all documents with the same name (different page numbers) are printed when only a document name is given. This approach is similar to the Vydec word processing system and unlike most others such as Wang where the pages are logical breaks rather than separate files. This is a serious disadvantage if you write very long documents and must move paragraphs from one page to another; FORMAT][does not have automatic repagination because of this design. You can get around this problem using the overflow and other buffers but it is not easy. Global searchs and replaces only work with the page currently in memory, not the entire document.

FORMAT][does not use standard DOS and your pages are saved on a FORMAT initialised disk that will hold 17 pages; a total of 34 pages on line (See also the section on Utilities).

Main menu - The main menu allows you to select from the following:

New page	A clean worksheet of up to 80 lines by 80 columns.
Old page	To reedit the page in memory.
Print text	To enter the print mode.
Mailing list	Used to enter and edit a data base that can be merged into your documents.
Initialise	To initialise a data disk.
Catalogue	To list the contents of a data disk.
Load	To load a page from disk.
Save	To save a page to disk.
Replace	To overwrite a page on disk (same as Save except you can only Replace existing pages).
Delete	To delete a page from disk.

The above menu is presented when you boot and can be entered from all modes except Format. Format mode is toggled to only from text entry mode.

Text input - The shift key modification allows your shift key to function as it should, the 80-column card allows display of both upper and lower case. A disadvantage of the program is that you must use the modification supplied with the program, I have the Videx Keyboard Enhancer][which already allows upper and lower case entry is effectively disabled while the program is in use.

During text input the righthand margin can be set at any position up to column 80, if the current word you are typing will not fit on the current line it is automatically wrapped onto the next line, so that you do not type carriage returns until you get to the end of a paragraph. You may set any number of tabs accross the line. One of the nicest features of FORMAT is that WHAT YOU SEE IS WHAT YOU GET!

The current line number, the number of lines per page, the current horizontal position, tab and margin locations, and what mode (Enter text or Format text) are displayed at all times.

Formating - From the text entry mode you can reach the format mode by hitting the escape key. Unlike many text editors formating is performed at the keyboard by positioning the cursor and entering a keystroke or series of keystrokes. As an example, to justify this paragraph I place the cursor at the beginning of the paragraph and type 'j' for justify and 'p' for paragraph; the program immediately justifies the paragraph and you can see what it looks like on the screen before printing it.

All formating commands are presented on a handy reference card and are fully explained in the manual. The manual gives you an explanation of all of the options that you have with the command. For example, after you type the ´j´ command the bottom line of the screen shows your choices:

Justify Line Paragraph Text All

(underlined characters show in inverse on the screen). Each of the options can then be selected by a single keystroke; ´T´ will justify from the cursor to the end of the page, ´A´ will justify from the beginning of the page regardless of the cursor position.

Included is a copy of the ´Enter Text Commands´ and the ´Format Text Commands´ Reference Card. These cards show the basic options that you have. I will discuss selected commands only as space does not permit a detailed discussion of all of the word processor´s features.

The program attempts to protect the user from making major mistakes by requiring him to confirm certain commands such as Delete (if more than one character, ´x´ command) or if you are overwriting text with the Load from buffer command.

The Go to buffer command allows you to save a portion of text in a buffer and to later Load it back into your document. When you save it to the buffer you can either copy the text or remove the text (copy to buffer and then delete the original). When you load text from the buffer into your document at the cursor position it does not delete the text in the buffer, that is you can load it again if you wish to; this would be useful if you use a phrase or name a lot in a document.

The ´e´ edit command is a powerful search and replace command that is easy to use. It allows optional replacement as well as automatic substitution. The Find command is a search command, when the occurance you desire is loacated you can leave the Find mode by hitting the escape key and then perform any formating functions you wish. If you subsequently enter the Find function it does not default to the last used word as would be desirable.

The ´i´ Insert command allows you to insert text in your document wherever you place the cursor. Word-wrap and other features of the ´Enter text´ mode are not available, and this feature should not be relied upon in place of the text entry mode. The Justify command adjusts the text to get straight margins on the right.

To eliminate spaces in your document that have come about during text editing, you can use the ´k´ option to klose up the text. The ´o´ options command allows you to enter any ascii code at any location in the document; this is useful to enter characters that are not available from the keyboard and to enter control characters that might be required to select specific printer responses.

> The margins may be reset in order to achieve desired effects such as indented paragraphs. The text is automatically moved to new lines if room on the line becomes insufficient.

After you have justified text extra spaces have been added to the file in the spaces shown on the screen; in order to get rid of the extra spaces, I recommend doing it before adding text so that you get nicer spacing, you can use the ´t´ Tidy command.

The ´u´ Underline command allows underlines to be placed or removed from characters or groups of words. The ´a´ Align command will align a column of numbers below the cursor; useful for financial reports or other statistical typing.

Printing - From the print menu you have three options: Print, Install or return to main Menu. The install option allows you to change standard print parameters, either temporarily for the current session or saved permanently to disk.

The program is written to allow you flexibility in the print area because of the wide variety of printers that exist. For each option you can enter one or more ascii codes. The options include:

Pre-document	A set-up string sent before printing starts.
Action after page	Nothing, wait (single sheet), form feed, or a number of blank lines to print.
Printer codes (10)	You enter these ten codes by typing CTRL-0 through CTRL-9; the character or string is inserted into your document.
Pre-line	Printed before each line.
Post-line	Printed after each line, this is a very important feature. ´13´ sends CR only, a ´13/10´ sends CR and LF; or anything that your printer needs.

Other options that you can set in the print menu are: number of lines per page, justify (includes an option to use proportional spacing), suppress underlining (your printer may not be able to underline), page number to start with and whether or not to number the first page, headers and footers (both the text and line number on which to place it). You may also specify which slot your printer is in.

After you have changed any of the parameters that your current document requires you can enter

print mode. In the print mode you can print the page in memory, any document(s) on either of the disk drives (only two, in slot six, are supported), or any combination including multiple copies.

Mailing list - The mailing list section of FORMAT allows the user to create and maintain a simple data base that can be merged with a form letter. The program has good selection capabilities but very limited sorting (first 6 characters of one field) and no report generating ability. Each disk is limited to 440 records, each record is limited to 16 fields and 256 characters. Each field is an alphanumeric string, no mathematical operations can be performed on the fields.

Each diskette, specially initialised by FORMAT][, also has a 'universal' record which could contain information that is applicable to all records on the disk; such as the date.

A serious disadvantage of the mailing list section of the FORMAT program is that you must manually enter all records, there are no utilities to convert an existing data base to the format required by FORMAT or even to read it from a text file.

Utilities - A separate copy protected utilities disk is included in the package. The utilities program can perform the tasks described below. Edit the character table used for proportional spacing. You can adjust the space allocated to each character and whether to put additional spaces between words or between characters within words. (Note - this review was printed on a printer that does not support proportional spacing.)

You can print a disk catalogue. This reviewer would have preferred to see this as a function within the main program so that a separate disk would not have to be booted.

Pages may be converted to standard Apple DOS files, either text or binary, with the conversion option. This would allow you to transfer documents to and from other word processing programs. As noted above no provision to convert mailing list data bases has been provided. No problems associated with FORMAT were noted in the use of files so transferred. The only problem noted was that when files are transferred to FORMAT only the first 80 lines are transferred, all remaining lines are ignored by the transfer program.

The utilities also allow pages to be transmitted and received over a modem if you have an Apple Communications Card in slot 2, I do not have one and this feature was not tested.

Documentation - In case you have not yet noticed the spellings in this review and the manual are English. The manual is divided into three parts: What you need and how to set up, Quick-Guide, and Reference Manual. As you might expect the first section describes the hardware requirements and how to set-up the shift key modification (takes less than 5 minutes).

The Quick-Guide is a sort of a tutorial to get you started using FORMAT][. The Guide is well written and understandable for someone who has used other word processors but could be better written for use by a secretary or other user with little computer aptitude. The Guide could be described as a short reference manual rather than a tutorial.

One major omission was noted from the manual. This reviewer believes that since FORMAT][uses non-standard files (i.e. not Apple DOS, Pascal, or CP/M) that a technical documentation section describing how files are saved on disk should be included. As an example if this documentation were present a knowledgable programmer could write a routine to convert an existing data base to a format acceptable to the mailing list routines. (This paragraph should be read by all software authors.)

Summary - During my use I have found that this is a very well written program, in over 120 hours of use I have been unable to cause it to malfunction (at times deliberately trying to crash the program), and easy to use. It is the best of the word processors that I have seen for the ordinary Apple (excludes CP/M based ones).

The major advantage of the program is that you can see what it will look like before you print it. The program is easy to learn and use, you can be doing moderately complex formating in about two to four hours as you read the Quick-Guide.

The major disadvantage I noted was the page orientation of the program, this may be due to the fact that I use a Wang at work that is document oriented. As an example I did not choose to use a spelling check program on this review because I would have had to convert eight individual pages to text files, run the spelling program on the eight files, convert the files back to FORMAT pages, and then load and search each page for correction flags, a lot of work that I did not consider worth the effort.

Overall FORMAT][has many advantages for the user that outway the disadvantages that I have mentioned. I will continue to use it until I find something better.

Update-After the initial review was written and sent to the publisher the publisher sent an updated version of the program that was said to answer a number of my complaints. The following functions were added and are available only if a 16K RAM card is installed.

From text entry a Cntl-N allows you to change the page name or number and a Cntl-Q allows you to save the page; you avoid returning to the main menu.

The following document oriented commands were added to the format mode. The Q command scans a document showing you one page at a time. W is the same as E except that it works on all pages of the document.

A Fix Pages command was added to the main menu, this command allows you to automatically or manually repage an entire document. The manual option shows you where the computer would break the page and then you can make an adjustment up or down.

The price reduction and the addition of the above commands have contributed to improve the value/cost ratio of this program. I continue to recommend this program for the user who does not use the program everyday because it is easy to learn and does not require continuous use to become proficient.

FORMAT][
Enter Text Commands

Key	Action
CTRL D	Transfers to Main Menu.
CTRL E	Moves cursor to one position beyon last typed character.
Back Arrow	Moves cursor one column to the left.
Forward Arrow	Moves cursor to the next tabulation setting.
CTRL 0 to 9	Types printer code 0 to 9 respectively.
RETURN	Advances cursor one line and to the left margin.
RESET	Do not hit this key!
Space Bar	Types a blank space.
REPT	Used in conjunction with other keys to repeat.
CTRL T	Sets or clears a tabulation at the current position.
CTRL C	Clears all tabulation marks.
CTRL L	Sets the left margin.
CTRL R	Sets the right margin.
ESC	Transfers to Format Mode.
SHIFT	Operates as shift key.
CTRL SHIFT	Operates as shift lock.
SHIFT 0	Behaves as if @ symbol had been typed.

FORMAT][
Format Text Commands

Key	Action
ESC	Transfers you to Enter Text.
RETURN	Moves cursor to left margin and down one line.
Back Arrow	Moves cursor back one position.
Forward Arrow	Advances cursor one position.
A lign	numbers.
B lank	out text.
C enter	text.
D elete	text.
E dit	search and replace function.
F ind	text on the page.
G o to buffer	store a block of text in reserved buffer for later use.
H orizontal	slide text, left and right.
I nsert	text at cursor's current position.
J ustify	text to the right margin.
K lose	(close) up text to the cursor's position.
L oad	the block of text stored in reserved buffer (see G).
M	move cursor DOWN one line.
N	move cursor UP one line.
O ptions	allows special characters to be typed (i.e.-Form feed).
P aragraph	create a new paragraph from a block of text.
R eset	margins and adjust text.
S tart	of text. Move to beginning of a block of text.
T idy	and compress text. Change multiple spaces to single spaces and remove redundant soft hyphens. Useful for removing right justification.
U nderline	or remove underlines in text.
V ertical	slide text, up and down.
X	delete a single character.
Y	move cursor following a block of text.
Z	move the cursor to the end of a block of text.

When using any command:
ESC aborts a command.
RETURN confirms and accepts a command.
Text means from the cursor to end of page.
All means all the text on the page.

ARTICLE SUBMISSION
(Getting what you write into Print!)
by Gene Wilson

So you want YOUR club newsletter to have more of 'YOUR' kind of articles; things to read that YOU find interesting! The "Cider Press" can have more things of interest, but there is one major catch. YOU are going to have to provide the articles!

Afraid that 'the Editor' will throw away your masterpiece (after an appropriate bout of laughter)? Here's the real scoup—No article has ever (intentionally) been rejected by the "Cider Press" during my 'reign' as Editor! Many articles are copied from one format to another, edited, corrected or sometimes re-written, but almost NEVER rejected!

Format for article submission? You name it!
All of the more popular word processing programs are used here. WordStar, SpellBinder, EasyWriter (and EasyWriter Pro System), AppleWriter II, etc., are all supported.
A diskette with a 'text file' in any of the major language/configurations for the Apple][(or even the ///) can be submitted. Please write the configuration and 'boot-up' requirements on the diskette or we will go nuts trying to figure out what it does! CP/M, DOS 3.2, DOS 3.3, PASCAL, etc. are all supported.
You don't want to send a diskette, but can type? Don't let anything stop you! We'll take the article and put-it-to-disk ourselves.
Last category. You can't type, write, etc, but know someone who can print—Send YOUR article to the "Cider Press". If I can read it, it will get printed!

Finally, what to write about?
Almost anything that has anything to do with your computer; hardware, dealers, software, manuals, learning experiences, tips for others, pitfalls, hazards, summer 'computer' camps, etc.. The list is endless. Now really, didn't YOU get that machine to expand YOUR mind? I'm waiting for your letter. WRITE!

LIST HANDLER
Review by Dick Hein

Well, the people from Silicon Valley Systems have done it again. Their newest program is called List Handler. It sounds so mundane that is would be easy to pass it by. Don't! Like the Word Handler, it is so simple to use that after a few minutes of experimentation it becomes an invaluable addition to your disk library. Here is one of the simplest data base managers available today.

First, it must be understood that this is a stand alone product. It can, however,use the Word Handler to generate documents and forms to be used with this new program. The List Handler enables the user to generate records, each of which can contain a number of categories in it. These categories are called "fields". Each disk can hold up to 3000 records and the List Handler can accomodate as many as 8 disk drives. In other words, this program is capable of storing and sorting up to 24,000 records, each with as many as 255 fields.
I have been looking for a data base management system. PFS does not offer enough fields to sort from and I have never had the patience to understand DB Master or General Manager. I have a need to create files with 8-10 fields and will want to sort by any field. List Handler is an excellent solution. I used a list of 400 names with 10 fields. The list was sorted and the first record displayed in seven seconds. The file was a list of names, addresses, classes attended, and classes in which the person might be interested. As classes were planned, the client wanted to list potential attendees and print out mailing labels. The list can be sorted, for instance, to produce mailing labels only for people living in San Francisco, interested in dessert classes who have attended classes within the last six months (named Jones if you want).
Besides creating, storing, and sorting lists, the List Handler offers three printing options. Form letters, labels, or the entire list can easily be printed. Printed outputs can be sorted by eight choices of relationships involving equal to, less than, more than, or between certain values. The values can be either alphabetical or numerical. This is obviously useful in selecting records by date or within certain numerical values. Printing is done by selecting the fields (such as name, address, etc.), how to sort the fields (i.e. alphabetically or numerically), and the data to be printed (usually in the form of a list). These selections are made with single keystroke entries.
Another very useful function of the List Handler program allows the user to create documents on the companion Word Handler program and then convert them to text files. This provides the flexibility of writing documents with the simple-to-use Word Handler text processor and then converting to text files. The user can then process the created text with programs limited to working with text files. Similarly, text files can be converted to Word Handler files.
A very useful program converts data created in DIF (Data Interchange Format) to or from lists stored in the List Handler disk. Data from programs such as Visicalc or DB Master can be easily incorporated into List Handler forms.
The List Handler is supplied with two double sided disks. The first disk contains the List Handler program on side one. Side two contains a number of system utilities used to create, change, move data, or create back-up disks. The second disk contains a data list for practice and side two is titled "Tutorial Documents". This side of the disk stores a form letter on which to practice.
Using the List Handler requires an Apple][or Apple][+ with 48k of memory and 3.3 DOS. Only one disk drive is needed but two or more drives minimize the need for disk switching.
Each list created is stored on its' own disk. Lists requiring more than one disk can be tied together using a utility provided.
Documentation is provided in the form of a 26 page printed manual. The manual provides all of the information needed to use the List Handler with a minimum of confusion.

SUMMARY

This program is a useful, easy to use program that will be a valubale addition to the library of anyone dealing with large amounts of data. It did not crash or bomb! It did not erase or lose data. If I have any criticism, it is that the manual does not adequately explain the use of the second disk. However, true to my experience with Silicon Valley Systems, they patiently answer any questions on the telephone. Although the List Handler is provided with a single program disk, the company will happily provide a replacement disk if the failed disk is returned. Silicon Valley Systems offers a replacement disk for the Word Handler as the programs are upgraded. I assume that the same policy will be applied to this valuable program.

PERSONAL CHECK MANAGER (PCM) REVIEW
by R. Hein

PCM is a program designed to make maintenance of your checking account simple. The concept of writing a program which allows you to enter your checks, code them to enable grouping them at a later time, and reconciling the account periodically is not new. Certainly a program of this type, in order to be sold to computer neophytes, must be so simple in operation as to almost preclude the need for a manual. While the program succeeds in its' intent, the manual does not.

Using the program is straight forward. It is menu driven requiring the input of single keystrokes to select amoung the requiring the input of single keystrokes to select amoung the choices displayed. The main menu consists of 10 choices (actually 1 through 0). The user is gently prompted to respond according to his needs. In this manner, checks can be entered, deposits recorded, automatic payments handled, and the account reconciled. There are also a number of utilities available from the menu such as Search/Delete/Edit, coding the check entries, turning the printer ON and OFF, exiting the program, and an abbreviate routine which allows the user to input only an abbreviation of the payee while entering the entire name into the program. It would seem to have been a relatively simple but highly useful utility to have included the ability to write the checks at the same time as their entry. The use of preprinted check forms makes this a very desirable option.

The problems I had with this program were mostly user generated but were the kinds of problems that might be expected to occur during routine use. For instance, trying to get out of the Check Entry routine after arriving there by mistake seemed impossible. I could only get out by pressing RESET. All of the data I had entered during that session was lost. DAMN! Pressing RESET left me with a winking cursor so I typed in RUN. The menu was displayed so I tried to exit the program. The computer responded with the word WORKING which blinked on and off. However, the program was not really working. I had to reboot to get back to the program.

The program uses two passwords to enable access to the routines. The master password enables access to the entire program while the secondary password restricts access to the less mundane routines such as the Check Entry, and the Search/Delete/Edit routines. This permits a secretary or typist to maintain the account while restricting complete access to the information. The manual later states that if you ever have to change the password, the text file "WORD" will have to be deleted from the storage diskette. However, instructions are not included for the neophyte.

A minor complaint is the use of certain computer terms. In the Search/Delete/Edit routine, the menu requests which "field" you want displayed. while the choice is obvious from the context of the display, I rarely meet people on the street who ask me to select "fields".

The program is copy protected with a simple scheme but provision is made for the user to make ONE back-up copy. The instruction is given to put a write protect tab on the PCM disk before making a copy. The neophyte is never instructed to remove the tab before using the program at a later time. Since data must be written onto the program disk during its' use, this can be a very upsetting experience. With some minor modifications the PCM would be a very useful program for the home user. However, a complete rewrite of the manual to present the program in a simple, instructive, logical format is needed.

INTERNATIONAL APPLE CORE ™

APPLE ORCHARD SUBSCRIPTIONS

For IAC Club Members Only

908 GEORGE STREET, SANTA CLARA, CALIFORNIA 95050

☐ 9 issues for only $19.50
($29.25 at newsstands)
$17.00 for members of IAC clubs only

☐ Foreign: 9 issues
$36.00 Surface
$29.00 for members of IAC clubs only

☐ Payment enclosed
(US funds only)

Start my subscription with issue # _____

Name _____

Address _____

City _____ State _____ Zip _____

☐ Name of Club _____ Signature of club officer _____ Valid only with signature

InterBank # ☐☐☐☐ 4 digit number above your name on MasterCard™ ☐ VISA

Charge Card # ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Credit Card Signature _____ Card Expires

EMPIRE OF THE OVERMIND - AVALON HILL
Review by Jordan Weinstein

"Empire of the Overmind" is an interesting variation of the standard text adventure game. It has some strong points and some weak points.
The game comes in a box with a mysterious adventure scene on the front. A long and entertaining rhyme sets the mood for the game and provides the historical setting. From this point, it promised to be an exciting and detailed adventure, but things started to go sour after I booted up the disk. My first observation was that there was no N/S/E/W choice, rather it was "go hill" or "go stream". It didn't allow for the use of abbreviations on commonly used key-words; for example, the use of "I" for the command "INVENTORY". The delay between the execution of a command and the response of the computer was too long. Despite these problems, it yet had the capacity to be a reasonable adventure.

The adventure had as many problems as the play of the game did. My first encounter with a monster proved to be a deadly one, that is, I died. The player must eliminate the monster within one turn or be killed. The player is given the choice to be ressurected, but this is a mixed blessing because the possessions the character once owned, are then gone. A great deal of fantasy role-playing vocabulary is needed to progress. For example, the player must know that one should "DISPELL" when one encounters an 'undead'. All of these are formidable barriers to an enjoyable game. It was when I read the instruction booklet and found that the game status was only savable to cassette, that I decided that the game was a lost cause.

SUMMARY

Avalon Hill does make very good playing board simulation games. The company yet needs some time to gain experience about computer text adventures.

PROOF READER

Review (C) by Woody Liswood 1983

Published by:

Aspen Software Co.
P.O.Box 339
Tijeras, NM 87059
(505) 281 - 1634

System CP/M

Cost: about $50 (no price was attached to the review copy)

PROOF READER does just that. It checks your documents for spelling errors by using the RANDOM HOUSE dictionary.

This program does not have as many extra features as THE WORD PLUS which is probably the main competition, but it is half the cost. You should read both reviews and decide just which features you would use most, then make your decision accordingly. Probably the greatest difference between PROOF READER and other spelling check programs is the variety and size of the dictionary which comes as the main program library.

When viewed this way, PROOF READER wins most comparison contests.

THE DICTIONARY

PROOF READER calls its dictionary a lexicon. I decided to look that word up in "THE RANDOM HOUSE DICTIONARY, CONCISE EDITION." Here is what it said:

"lex-i-con 1. a dictionary, esp. of Greek, Latin or Hebrew. 2. the vocabulary of a particular language or field."

That is certainly stretching the use of the word but then this is for spelling, not common every day usage of words. There is an extensive discussion in the documentation which explains each of the dictionaries which are available with PROOF READER and tells how the set of words in each was selected. It makes for interesting reading.

The normal lexicon supplied with PROOF READER contains 32,000 words and takes about 72K on the disk. They also supply a 50,000 word dictionary which takes about 110K. It all depends on your system. There is also a full 83,000 word lexicon available which will be supplied for media charges. If you have more capacity on your particular set-up than normal, you can request the larger lexicons for $10.

The APPLE version came with the 32,000 word dictionary. I am going to get the 50,000 word dictionary to run on my 300K floppy drives and will probably get the 83,000 word dictionary to install in the hard-drive. That is a flexibility not found with the other spelling check programs I have reviewed.

USING PROOF READER

The program disk contains a few programs. The most important is PRF.COM. When you want to run PROOF READER you key PRF X:XXXXXXXX.XXX. The first X is the drive designation for the file you wish to correct. The second set of X's is the file name itself, and the third set of X's is the file extension, if any. Those of you familiar with CP/M recognize these as standard naming conventions.

PROOF READER then goes to work. It notifies you what file it is reading. After reading that file it tells you how many words you used. Then a notice appears letting you know that it is sorting all those words. Next appears the number of unique words in the document. When I am all done, I will add, at the end of this article, how many words and how many unique words PROOF READER found.

The actual dictionary checking part I found somewhat interesting. Other programs usually tell you that they are now checking the dictionary and that you should wait a few moments. PROOF READER does this but then displays the letters of the alphabet on the screen line this:

ABCDEFGHLJKLMNOPQRSTUVWXYZ

Now, as the checking is continuing, PROOF READER replaces each letter of the alphabet with a * as it is done with that section of the dictionary. Now that has no real function except to keep folks like me amused as we stare at the screen, but it is better than a blinking cursor.

Anyway, after the letter "G" is checked the line will look like this:

*******HLJKLMNOPQRSTUVWXYZ

After things are completed you will be notified as to how many unique words were found.

THE CORRECTION PROCESS

PROOF READER has a 6 item menu for corrections of the word. And this is where the program differs from some of the others I have used. First, the words are displayed in the order they are found in the file rather than in alphabetical order. It works well. I was surprised the first time I ran the program. Then I thought about it. Now I am pleased and would (or may) feel uncomfortable with the other way. Here's why. When you go through the file in file order, you can maintain a continuity of thought and have some idea as to what in the world you were trying to do with any particular jumble of letters.

Second, PROOF READER shows you two lines of text when it displays the misspelling. It puts either a double underline under the word or displays the unknown word in inverse so that you can pick it out easily. This is at your option and will depend on the system you are using.

C - CORRECT (normal mode -- shows context)
R - REVIEW (for rechecking -- no context)
M - MARK unknown words in file with #
W - WORDSTAR mode: Correct + mark if change width
D - DISPLAY unknown words on screen
E - EXIT from Proofreader

C would be the most normal mode. It will show you all of the words in order, allow you to correct them as you go along, and show you the words, in context as part of the process.

The Review for rechecking with no context function allows you to check the misspelled word list before you start the actual correction process. For example, you may have a document with a plethora of names which would never be found in a dictionary and which you know are correct. You could use the review to eliminate all of those proper names from the unknown word list prior to your actually checking the document. Another use might be for after you have reviewed the words once. You could run PROOF READER again just to take a look at the unknown words to see if they are still words you might want to correct. In all honesty, I found this feature less than useful. I would rather add correctly spelled words to the dictionary rather than eliminate them prior to the checking process. And, after I was done with my writing and checking, I would expect the last pass through the document to show now words were unknown. Oh well, somebody will probably disagree with me.

If you wish, you can mark words in the file with a # sign. This will allow you to search and find those marked words with the search function of your word processor. That is not a much used function, but it is handy to be able to flag a word so that you can find a particular paragraph or thought and perhaps re-write it at a later date. Probably with a more common word, or a set of smaller words. Right? The problem is that this function at this place in the menu is a all or nothing task.

The W for the WordStar mode has a special value for all of us WordStar users. By-the-way, I no longer use WordStar as my primary word processor. (I have currently switched to SPELLBINDER as my word processor of choice because of the way in which it support proportional spacing.) Most folks who use WordStar have right and left on-screen justification. When a word is corrected it may be of different length that the incorrect word. When that happens, you would lose your justification when you printed the document. The + allows you to search for only a paragraph which had a word changed which was of a different character length that the original word and reform only that paragraph. With other spelling checkers there is a message that some words changed length and that you should reform the document. In WordStar, you can if all of your paragraphs have the same margins, just bring the the document into memory and key in a Control-Q Q Control-B. That will automatically reform the entire document. However, if you have different margins for some paragraphs, you would have to go paragraph by paragraph and reform when their was a changed word. That was normally a royal pain. This is a very elegant solution to the problem with WordStar.

The Display command prints the unknown word list to the screen with several words displayed on each line.

Exit allows you back to CP/M. If you did not have any unknown words, you might want to use this to get back to where you want to be.

THE PROCESS

The correction menu has 8 items. They are displayed on the screen at the start of the process then are only shown, by letter, during the normal processing of the file.

C - CORRECT word, prompt will follow
D - DICTIONARY help. Find a word in the dictionary
L - LEARN word for auxiliary dictionary
A - ACCEPT word for rest of session, don't learn
I - IGNORE word just this once
Q - QUIT : Abort session. No Changes Saved!
E - END : Exit and save changes so far.

C, D, L, A, I, Q, E, (H for Help) ? __

If you know what to do, you press the C. Then you may key in the correct spelling. If you did not chose the automatic mode during the installation procedure, you must use the correct upper and lower case in the same way as you want the word to appear in your file. Now for a goodie. When you correct the word, your new word is immediately looked up in the dictionary and if it is not there you are notified that the word still is not a known word and asked if you really want to use that word in your file. That is a very nice feature.

If you don't have any idea of what you were trying to spell, or don't see what the problem is, or even decide that you might want a different word, you can turn to the Dictionary with the D command. The D will cause the dictionary to display about 15 or so words which might be close to your current spelling. You then must key in the correct spelling using the C command. The words from the dictionary will remain displayed on the screen.

When you press D you are actually asked if you wish to look-up the incorrect word in the dictionary or do you wish to try for some other word. You must press Return to look up the original unknown word or key in a new set of letters for a lookup.

This, to me, was somewhat awkward. This is the only bumpy part of the program. I feel that the majority of folks using the program will normally (about 99% of the time) lookup the unknown word. So why cause two keystrokes to use the most common operation? I would have had the unknown word lookup as a separate menu item. (By the way, this is my ONLY criticism of the program)

"What", you exclaim, "That word is spelled correctly." Well you can tell the auxiliary dictionary to learn that word by keying an L.

The A accepts the word for this session only without adding it to the dictionary. This is helpful just in case you might like to change your mind at some time in the future and would like PROOF READER to find the word for you during the next checking operation.

Ignore the word, just this once, does just that.

Half way through the process you realize that a whole bunch of what you did was incorrect. You can Quit the process and nothing will be changed.

If you exit through End, all of the work you have done so far will be saved.

And that is that. Rather simple to use, but powerful in it's way of working with words.

DICTIONARY MAINTENANCE

The documentation states that you should consider merging your auxiliary dictionary into the main dictionary when the auxiliary reaches about 400 words. You drop back to CP/M and run a program called PRFADD. That's all there is to do. This also differs from some spell check programs which use a special form for their main dictionary and supply no way to add or delete words from the master. With small capacity drives, you are warned to have enough space to contain the old and new dictionaries during the work process.

The process is automatic. You are shown each word as it is merged into the dictionary plus a running count of the words checked so far. When the merger is completed, there are instructions to rename the auxiliary file to a new name for historical purposes. It is a good idea to save those files. You may have made a error in spelling when you "learned" the word. Or you may change your mind about the way you did something. You will need to know what you put into the dictionary so that you can delete those words at a later date.

The only other problem to worry about is to delete unwanted words from your dictionary. You make up a list of the words you wish deleted, and run the add program. You are given a option to add as well as delete words in your file from the master dictionary. Otherwise the procedure is the same as the addition process.

DOCUMENTATION

The manual which accompanies PROOF READER is around 20 pages long. It is direct, to-the-point, and covers the subject adequately. The program works so well and the menu's are self explanatory that even if you did not have the documentation you could run and understand the program with no problems.

INSTALL PROGRAM

In addition to the terminal identifiers found with the normal install program, you may also define a number of different characters to be recognized as "SOFT-HYPHENS". And, if you wish, can set the program to do Automatic correction. That means you don't have to worry about capitalization when you enter your corrections. PROOF READER would capitalize the new word in the same pattern of the old word. No big deal. If you misspell lots of words like WordStar with a capital in the middle, leave the autocorrection alone. If not, I would turn it on and not worry about things. If necessary, you could always just mark a special capitalized word and return with the word processor to fix it.

Another option in the install program allows you to automatically chain to another program, preferably the Aspen Software Grammatik program.

SUMMARY

A good program. No faults I could find. No bugs either as far as I could tell. It works, solves problems, and has a good price. What more could you ask for?

According to PROOF READER there were, prior to this paragraph, 2372 words in the review. I also used 589 unique words. How about that?

MOVE-IT

Review (C) by Woody Liswood 1983

Published by:

Woolf Software Systems
23842 Archwood Street
Canoga Park, CA 91307
(213) 999 - 3135
(213) 703 - 8112

System: CP/M

MOVE-IT is a intelligent terminal program which also allows you to transfer files between computers.

As a terminal program it is as good as may of the others on the market and has the advantage of being relatively simple to use. However, as a file transfer program, it has features which make this valuable utility to have as part of your professional library.

If you own two computers of different brands, both of which run CP/M, then this program may be a must for you so that you may transfer files and programs between the machines.

The feature which I liked most about MOVE-IT was that I could control both machines from one keyboard. That is if MOVE-IT is installed on both machines. MOVE-IT does use a non-standard file transfer and file checking scheme so it will not work with programs such as CROSSTALK, M.I.T.E., ZPRO, MODEM 7 and others. It will talk to them and will send and receive text files. I am talking about COM files when I say that the protocols are different.

DOCUMENTATION

The documentation is clear and complete. They have elected to keep each function on a separate page. This makes the manual somewhat bulky, but also makes it easier to find information in.

INSTALLATION

Since MOVE-IT is designed to run on so many different systems, there is rather extensive documentation to help you patch the program so that it can run on your two machines. And, there is a rather extensive discussion of PIP and how you can modify PIP so that you can get MOVE-IT from your machine to a new machine and then configure MOVE-IT to run on both machines. I will quote from that section of the manual later.

I use two versions of MOVE-IT. One is on my APPLE and is configured to run my micromodem. The other is also on that disk but is configured to run directly through my CCS 7710 serial card in slot 1. I use that configuration as a direct connect to my ESCORT portable computer. There is a good feature here worth mentioning. You can configure MOVE-IT to run through any slot on the APPLE. There are a number of programs which only allow you to run on a serial card in slot 2. By allowing me to select slot 1, I no longer need to pull the micromodem and move the serial card over when I need to communicate direct connect with the ESCORT. It saves much wear and tear on the slots. All I do is connect a cable from the card to the ESCORT.

Not related to the Escort, but part of my work to make my life easier, I also purchased a EXTEND-A-SLOT from the SOUTHERN CALIFORNIA RESEARCH GROUP. I placed one end in the APPLE at slot 1 and the other end outside the machine. In that slot I placed the CCS 7710 card. Now, when I use the card as the serial interface with my DIABLO 630, I can switch the card to 1200 baud. When I use it to communicate direct connect to the ESCORT I switch it to 4800 baud. Since the card is no longer inside the computer, I can change the baud settings without having to stop, pull the card, switch the dip switches, put the card back into slot one, then turn on power. That extended slot makes my life somewhat easier now that I direct connect machines at different baud rates. Oh well, enough of this, back to MOVE-IT.

When you configure the program, it prints out the configuration as part of a boot message so that you can be sure you are using the correct version for your current application.

There is an extensive menu available through a ? command. When MOVE-IT boots, it goes directly to a * which it uses as a systems prompt. The ? gets it to a menu. Another interesting feature. If you don't need the menu or the help screen, you don't ever need to see it.

Send

Send is the first item. It allows you to send a file to the other computer. It works.

Get

Next item is Get a file from the remote computer. Oh, in any of the commands or requests, you can use the standard CP/M wildcards or conventions.

LDir

This displays the directory of the logged drive on the current computer. You can specify which drive you wish to display.

RDir

RDir displays, on your screen, the directory of the drive you wish from the remote computer. Let me tell you that this is one of the best features of the program. Before I started using MOVE-IT, I used to type on one keyboard, move over and type on the other keyboard in order to get both programs in the correct mode before I sent anything. For example, I used to use CROSSTALK. That is a good program, but I needed to have the sending machine in an originate mode and the receiving machine in a receiving mode. That meant booting the program, going to the main menu, setting the correct menu items, then starting the transmission. Now it is so easy to do, I refuse to use any of my old programs except as bookcase ends.

LUser

You can set or change the local user numbers.

RUser

And, you can set or change the user number on he remote computer.

Call

If you have an autodial modem, then typing C 362 6200 will get you to the TELENET access number in San Francisco. This feature dials the telephone for you.

Hangup

Hangup does just that. It hangs up your phone when you are done.

ANswer

Answers the phone for you as necessary. If you were expecting your friend to call on her computer, An will answer with the carrier wave at the next ring.

Other Items

There are some other items of interest. You can set either 8 bit or 7 bit transmission mode from the menu. Also there is a counter to tell you how many times MOVE-IT tried to complete the task you assigned to it. And, you can automatically have a message sent to a remote console at your discretion.

TAlk

I save the most complicated for last. The talk mode is the intelligent terminal mode. As you can see, the file transfer facilities are extensive and, in my opinion, excellent in use. In this mode, you can specify full or half duplex, odd or even or no parity, and other things. You can also specify any of the protocols necessary to work with whatever odd machine you might happen to want to communicate with. And, there is an additional set of toggles with their own menu which is accessed through the ESC key.

For example, let's say you wanted to receive a text file from the SOURCE or you wanted a hard copy of all your conversation tonight. First, when you started up the TALK

mode, you were told what the size of the "trapping buffer" is. On my APPLE it is 35846 characters. The talk mode start also displays your duplex and parity arrangements. After you are there and ESC G will start the capture buffer. A ESC T will toggle the capture buffer on and off if you want to save some things and not others. From here and ESC S will send a text file from your disk over the line. A ESC A toggles auto line feed on and off. A ESC C toggles remote echo. A ESC P toggles your printer. A ESC X changes the XON and XOFF characters, and an ESC E exits the talk mode and returns to the systems prompt of *. Oh, and ESC ? gets the ESC MENU.

TECHNICAL GOODIES

There is a discussion about the problems of RS 232 C interfacing which is good reading. If you have two or more different computers you probably already have discovered that a Standard is a Standard is a Standard which may not be the same standard when it concerns your individual machine and how it recognizes the RS 232 device.

The discussion about PIP starts out this way:

"Moving MOVE-IT to a computer which cannot read one of our standard disks is a little more complex. A working knowledge of assembly language and CP/M is required. Basically PIP is modified on the destination computer to allow communication to the computer with MOVE-IT on it.

Next, a utility such as unload is used to convert MOVE-IT.UCF and MCONFIG.COM to hex files, and then the talk mode send command is used to transfer MOVE-IT.HEX, MCONFOG.HEX, VERSIONS.DIL and VERSIONS.CNF to the target machine. Lastly, LOAD.COM is used to convert the hex files back to MOVE-IT.UCF and MCONFIG.COM. Then the normal configuration instructions are followed.

"First you´ll have to use DDT to patch PIP to support the INP; device on the non-supported computer. This is a build-in device inside PIP. PIP expects to find a jump to the user´s input section at location 103H. The user´s input routine should put the byte received from the serial port in location 109H, after clearing the high bit (use an ANI7FH)."

And so on. By the way, if you get MOVE-IT up and running on a machine not listed in the documentation and are the first to call in with the methods or patches used, there is a small cash award for you.

SUMMARY

MOVE-IT is a great little program. It does what it says it wants to do with a minimum of hassle, effort, and with some thought to what a user like me wants with a program like this. If you own two or more computers which have a need to talk to each other, you can´t go wrong with this program on both.

Pascal

RECENT PASCAL SOURCES
by Max J. Nareff

When APPLE's version of UCSD Pascal first appeared, there was a profound paucity of source or reference material. Texts were few and popular-magazine articles were relatively rare. Delightfully, the past year has seen a profusion of books and "How-to-Aids", yet in spite of the fact that over 60,000 APPLE owners have purchased APPLE Pascal (1), the popular literature remains wanting. The hungry Pascal enthusiast must be content to scour the magazine racks to glean the odd "bits" of programming hints, etc. Follows are some the more recent and interesting sources of reference.

1. "Call-A.P.P.L.E. - Pascal In Depth", available to A.P.P.L.E. club members, contains a cornucopia of articles. While most will appeal to the advanced and intermediate student, it is sprinkled with enough seminal programming aids to satisfy the beginner. It also contains an updated bibliography of Pascal articles, etc. of general interest.

2. "The Pascal Path", a monthly gem by Jim Merritt of APPLE COMPUTER CO., in Softalk. One of the very best, and ideal for beginners.

3. "The Pascal Directory in Depth and Pascal Style In Brief", by S. Page, CREATIVE COMPUTING. Nov. 1982, Pg. 194. Superbly annotated, this program will generate an alphabetized directory to console or printer. One typo, in the PrintLabels procedure remains unsolved. Works beautifully without this procedure.

4. "High Speed Pascal Text File I/O", by K. Richan and J. Rosenvall, BYTE.JAN.1983, Pag.154. A most, most useful program, readily convertable to a UNIT, which speeds up I/O at least 8 times. Great, in spite of many typos which omit pointer carets.

5. MICRO, Jan 1983, Sound programs including "APPLE Math Editor" by R. Walker; "Using Long Integers For BCD Numbers", by D.Oshel; "Discrete Event Simulation In Pascal", by A. and B. Walker.

6. NIBBLE, Nos 7 & 8, 1982. "Pascal List Linker", "AVal(String) Function", by J. Florini. The former is a printfiles progrm allowing up to 20 tiles to be read and printed in the specified sequence.

7. APPLE ORCHARD - Subscribe to this dandy and see for yourself.

(1) D. Escoffery, "P-System Forum", USUS News and Report #7, July 1982.

APPLE CORE OFFERINGS

NOTES

The **D**isk **O**f the **M**onth is a group of recently donated programs. Future issues of the Cider Press will alert you to new items for sale.

Cattlecar Galactica" Disk is for the experienced programmer only. It was written by Bruce Tognazzini; the program takes over your Apple II. The object is to get control back without turning off the Apple! (This is not as easy as it sounds! Typing in commands from many languages produces strange results. Attempting to list this program leads to hysterics!)

Library #1 contains over 340 programs on 20 diskettes. It is packaged in diskette holders and is bound in a SF Apple Core binder with over 30 pages of documentation. The documentation alone is available for three dollars.

Library #2 continues the tradition started with #1, and contains over 250 programs from the 1980 DOMs. This library also contains some special disks. Cattlecar Galactica, Apple II Plus Disk (for Apple II+ owners wishing to run 'Integer' programs in RAM memory), the new 16 Sector Utility Disk with all the Lawrence Hall of Science programs we used in the 13 sector (3.1, 3.2 and 3.2.1) disks, and the IAC disk of HiRes Games. The library includes disks, binder, plastic holders, and documentation. As with Library #1, the documentation is available alone for three dollars!

1981 Yearbook contains 12 disks containing ALL DOM programs from 1981. Heavy emphasis on games and business applications.

The Best of the Cider Press, 1978-1979 is a two year anthology of articles, program listings and charts from the SF Apple Core's newsletter, the "Cider Press". Sections range from articles for the beginner to charts of PEEKS, POKES, and CALLS.

The Best of the Cider Press, 1980 condenses the entire 1980 year into 116 pages of information on everything from a Beginner's Corner to Graphics and Shape Tables. A large Pascal section with many program examples is included.

Instructions: The easiest way to get these products is to visit the 'sales table' during any General Meeting. Otherwise, circle the items you wish to purchase, place this sheet into an envelope with check or money order (DO NOT send cash!) to:

San Francisco Apple Core, Inc.
1515 Sloat Blvd., Suite #2
San Francisco, CA 94132
Attn:Marketing Dept.

PRODUCT	MTG. PRICE	MAIL-USA
Library #1	98.00	101.50
Library #2	98.00	101.50
1981 Yearbook	98.00	101.50
IAC Disks		
0-10	5.00	7.00
Pascal		
3B		
Feb 81		
Apr 81		
Aug 81		
Dec 81		
Jan 82		
Feb 82		
DOMs		
Mar 82	5.00	7.00
Apr 82		
May 82		
Cattlecar		
From West Coast Computer Faire		
Home Pac (3 disks)		
Basic Tutor "	20.00	25.00
Games Pac "		
Forth Pac "		
Super Utility (1 disk)		
Pascal Sampler		
CP/M Sampler	10.00	12.00
"Cider Press"		
-subject to avail.	1.50	2.00
Pins		
PacMan		
SFAC	3.50	4.50
Apple		
Visicalc		
Templates	10.00	13.00
SFAC 1983 Disc 1	7.00	9.00

All foreign orders: Add 25% to above prices.

ANNOUNCEMENT
COMPUTER FAIR
April 9th & 10th
Del Valle Public Events Center
1963 Tice Valley Boulevard
Walnut Creek, CA

Hours: April 9th (Saturday) 9:00 a.m. - 6:00 p.m.
April 10th (Sunday) 10:00 a.m. - 5:00 p.m.

Tickets:
Adults - $5.00 per day advance purchase - $5.50 at the door. Children under 12 w/adult - $2.00 per day advance - $2.50 at door. Pre-schoolers - free!

Tickets are available from the Contra Costa Children's Council, 2253 Concord Boulevard, Concord, CA 94520 (415) 676-5442.

Also at all BASS Ticket Centers; including BULLOCK'S and RECORD FACTORY stores.

To charge by phone call (415) 835-4342
(408) 297-7552
(916) 443-2118

The fair will feature exhibitors from the business, educational and personal computer worlds.

Hands-on demonstrations and seminars will be conducted at no extra charge. Seminar topics will include:

Cost Effectiveness in Selecting a Computer
APL Language
Touch-Screen Systems
Computing for Kids
Computing Hardware
Computing Software ... and many more.

The CHILDREN'S BENEFIT COMPUTER FAIR is being sponsored as a fund raising activity by a consortium of non-profit Child Care Agencies serving Contra Costa County.

CHILDREN'S BENEFIT
COMPUTER FAIR
2253 Concord Blvd., Concord, CA 94520 (415) 676-5442

CHILDREN'S BENEFIT
COMPUTER FAIR
2253 Concord Blvd., Concord, CA 94520 (415) 676-5442

SAN FRANCISCO APPLE CORE
1983 PROGRAMMING CONTEST

The San Francisco Apple Core is pleased to announce that the Club is running a programming contest open to Club Members only. The contest begins on April 1, 1983, and will end at midnight on July 31, 1983. Prizes are being solicited from major hardware and software manufacturers. A list of all manufacturers who have agreed to become contest sponsors and to donate prizes will be provided in the next issue of the Cider Press. A list of prizes will be presented in the same issue. In the meantime, the Programming Contest Rules are presented below to allow all Club members to figure out which of their programs they may wish to enter. The number of entries per person is not limited. Each member may enter as many programs in as many categories as he wishes. Contest Entry Forms will be available from the Clubhouse in late March, so please don't break down the doors to get them until then. Now for the description of the Contest and the Rules.....

DESCRIPTION

The San Francisco Apple Core, Incorporated will run a Programming Contest which will begin on April 1, 1983. Entries will be accepted from Club Members only until July 31, 1983. Any entry postmarked after that date will not be eligible for consideration in the contest. The purpose of this contest is to encourage members to write original programs and applications for use on all Apple computers (II s, IIe s, III s). All programs entered in the Contest will become the property of the San Francisco Apple Core and will become part of the Club's collection of Public Domain Software which the Club will distribute to members on monthly disks or special purpose disks. A strong response to this contest will not only provide the contest winners with excellent prizes and recognition, it will provide a wide variety of programs for the entire membership of the Club to use.

PROGRAM CATEGORIES

Programs are being solicited from members in the categories listed below:

1. PROGRAMMING UTILITIES - Routines and programs intended to assist programmers in writing, formatting, and manipulating data, files, and program lines. This includes Visicalc manipulation programs, program line

editors, machine language editors, DOS enhancers, and similar tools for programmers and users. These utilities can apply to Machine Language, Basic, Forth, pascal, or whatever.

2. HOME APPLICATIONS - Programs written to assist the Apple owner with home management and to otherwise enhance family or home life. These programs might include shopping list programs, energy conservation programs, garden planting planners, note taking programs, home budget programs, home checkbook management programs, or anything of this nature.

3. EDUCATION - Programs designed to teach interactively and to assist others to learn specific subjects. These might include memorizing aids, flash cards, speed reading teachers, foreign language teachers, and similar instructional programs and aids.

4. MANAGEMENT - Programs designed to assist in the management and supervision of small business organizations, clubs, education programs, and similar endeavors. These programs might include gradebook management programs for teachers, accounts payable programs for business, payroll programs, tax planning or investment programs, budgeting programs or any program of a nature which assists in the management of any enterprise (even Business Graphics programs.)

5. GAMES AND ENTERTAINMENT - Programs designed to amuse or entertain through the use of interactive text or graphics and sound routines. These programs could be written with commercial software designed for the purpose of writing games and designing game graphics and sounds as long as proper credit is given to the manufacturer of such utilities and such manufacturers allow this type of use of their programs.

6. SPREADSHEET APPLICATIONS - Visicalc, Supercalc, and Multiplan templates or applications. The entries in this category may include tutorial spreadsheets, interactive menu routines, working templates for home, education, or business use, and any similar spreadsheet application.

7. GRAPHICS OR SOUND APPLICATIONS - Programs designed to produce business graphs, drawing utility programs, sound generators, graphics dump programs for any common printer, and any program which assists in the use of the powerful graphics and sound capabilities of the Apple computer.

RULES

1. The San Francisco Apple Core Programming Contest will only be open to Club Members. Any individual who wishes to participate in the Contest must be a member in good standing before his entry will be considered in the Contest.

2. The programs which are submitted must be accompanied by a Contest Entry Form which may be obtained from the Clubhouse by mail or at any regular club meeting in person.

3. Programs which are submitted must substantially original.

4. All programs must be submitted on a 5 1/4" DOS 3.3 formatted diskette.

5. Entries become the property of the San Francisco Apple Core and also become part of the Public Domain.

6. No director or appointee of the Club's Board of Directors or any member of their family shall be allowed to enter a program or utility in the Contest.

7. All entries will be judged on the basis of the following criteria: Originality, Content, Utility Value, User Friendliness, Documentation, Error Trapping, Screen Formatting, and Ease of Execution.

8. All entries must be accompanied by a complete program listing and sufficient documentation to allow the first time user to operate the program.

9. All entries must be mailed or delivered to the Clubhouse at the address shown below in an envelope addressed as follows:

San Francisco Apple Core
1515 Sloat Blvd.
San Francisco, California
94132
Attn: Contest Chairman

JUDGING AND AWARD OF PRIZES

1. A Contest Award Committee will be appointed by the Director of Marketing and will be approved by the Board of Directors. The names of the individuals on this Committee will be announced after the Contest closes and prizes are awarded.

2. The Contest Award Committee will review all contest entries and select winners in each category per a standard review format which weights each of the criteria discussed above.

3. A Grand Prize will be awarded for the Best Overall Program received. Prizes will be awarded for the three best programs in each category outlined above.

4. If entries in a particular category are too few to provide a qualified winner, the Committee may not award any or all of the prizes listed in each category.

5. All decisions of the Contest Awards Committee are final.

6. A list of all prizes will be provided to entrants along with Contest Entry Forms.

7. The Winners in each category and the

Grand Prize winner will be announced at the September General Meeting and in the September issue of The Cider Press.

The Active Volunteers and the Board of Directors of the Club are in the process of soliciting first class prizes for the Grand Prize and for the prizes in each category. Don't let these prizes go to waste. Dust of those programs you cooked up in your programming class and make them useful to the rest of the Club's members. If you haven't written the program that you've been thinking about or tinkering with, this is the perfect time.

GOOD LUCK TO EVERYONE WHO ENTERS. WE LOOK FORWARD TO SHARING YOUR IDEAS, INSPIRATIONS, AND APPLICATIONS WITH THE ENTIRE MEMBERSHIP OF THE CLUB AND WOULD BE PROUD TO SEE THE BEST ENTRIES WALK OFF WITH SUPER PRIZES.

BASIC column - continued.

P.S. I appreciate the letters I receive - it tells me that at least two people have read my column!! In addition, I appreciate it when errors (of omission or otherwise) are pointed out. In the column on peeks and pokes, I neglected to warn you about the order of setting the window margins. You should always set the width of the screen first; then set the left margin appropriately. In other words, if you want the text to be on the right half of the screen, set the width (POKE 33,20) and then set the left margin to 21 (POKE 32,21). If you do it in the opposite order, you will find your Apple doing all sorts of unspeakable things! It may seem obvious, but you should also remember not to set the value for the top of a text window to a value greater than the one you used for the bottom of the text window -- otherwise only the innards of the computer will know what your text is, as it won't be displayed on the screen! I hope that my forgetting to include this in the article did not cause any of you real problems. In light of which, may I caution you that experiments should always be done with a scratch disk - one which doesn't contain any vital information. Thanks for the feedback.

INTEREST GROUP LEADERS

Group	Leader	Phone/Eve.	Phone/Day
Apple ///	Don Norris		(415) 393-6290
Assembly	John Lynch	(415) 665-0136	
CP/M	Jim Ayers	(415) 383-5759	(415) 383-0473
Epson	Mike Fisher	(415) 933-4435	(415) 557-1250
Forth	Bob Ackerman	(415) 626-6295	
East Bay	Molly Mitchell	(415) 526-9541	
BASIC			
Green Apples	Gary Owens	(415) 521-4002	
Intermediate	Gary Owens	(415) 521-4002	
Product Review	"Woody" Liswood	(415) 585-6375	
Visicalc	Don Scellato	(415) 672-2051	

POLITICAL SIG MAKES DEBUT

All this complaining about the services offered by the SFAC to its members is totally ridiculous. Well-meaning but ill-informed members continually complain about the state of the Disk-of-the-Month, the health of the club's marketing arm, the loss of the Pascal column in the "Cider Press", the content of the monthly meetings, and how the club should be run on a business-like basis. Just look around these pages for more examples of this simple-minded complaining.

No one seems to recognize the dominant force behind this pusillanimous bickering: apathy. Lack of volunteers! No one is interested in all these wonderful "services" which the loudmouths think the club should provide. Rather, all jockey for position to see who can outshout the other.

Let's quit this nonsense and call a small, pointed earth removal implement a spade. What this club is really interested in is politics. Nobody gives two hoots about disks-of-the-month or Pascal palaverings. These are merely the excuses which give the politicians something to argue about.

This demonstrates that there is a tremendous need in the club for a new Special Interest Group: the POLITICAL SIG. Anyone who ever writes a letter to the editor will automatically be enrolled in this group. The goal of the group is simple. By virtue of coming up with this idea first, I get to be chairman of the SIG. Everyone else's object is to unseat me (legally). In order to do so, you must first find the SIG's bylaws. Clues to their location are cleverly hidden in other articles of this "Cider Press".

Remember, I am the final judge.

Respectfully,
Altoona G. Humptulips,
Chairman, POLITICAL SIG

APPLE II USERS

SAVE $

Do you need letter-quality printing, but not often enough to justify spending more than $1,000 for a piece of hardware that will sit idle most of the time? Now there's

COMPRINT **HARD** COPY SERVICE

Just create your text file on your APPLE II using any of the software listed below, send us the 5¼" floppy diskette, and soon you will receive a beautiful, letter-quality hard copy of your letter, report, dissertation or manuscript. Send us files made with any of the following software:

* WORDSTAR * MAILMERGE * APPLEWRITER I or][* SCREENWRITER *
* SUPERTEXT * MAGIC WINDOW * WORD HANDLER * PIE WRITER * ZARDAX *
* LETTER PERFECT * SUPERSCRIBE * WRITE AWAY * FORMAT][° *

Just fill out the order form and enclose it along with your diskette(s) and check in a diskette mailer, available at any stationery or office supply store, and mail to:

COMPRINT HARD COPY SERVICE
P.O. BOX 2232
RICHMOND, CA 94802

IN A HURRY? Send it EXPRESS MAIL and we'll return it that way!

Make checks or money orders payable to COMPRINT. Do not send us the only copy of your diskette! Keep a backup copy!

NAME_____ PHONE NUMBER_____/_____

ADDRESS_____ ZIP_____

SOFTWARE	FILE NAME	NUMBER OF PAGES
_____	_____	_____
_____	_____	_____

Plain white paper at $.25 per page..... _____

Fancy 25% rag bond paper at $.35 per page..... _____

Postage and Handling $2.50..... $2.50

EXPRESS MAIL return postage, if desired ($10.00)..... _____

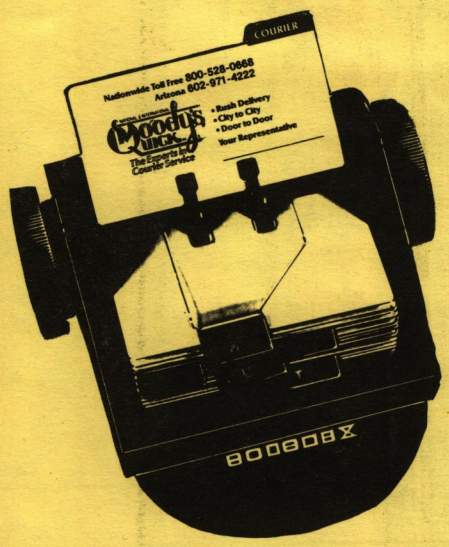
TOTAL..... _____

°FORMAT][users must translate their files into APPLESOFT SEQUENTIAL TEXT FILES with the utility included in the software.

SF APPLE CORE
1515 Sloat Blvd., Suite 2
San Francisco, CA. 94132

BULK RATE
U.S. POSTAGE
PAID
Permit No. 290
Concord, CA 94520

TO:



DEMAND ATTENTION!

Be a cut above the others with our EXCLUSIVE NEW SNAP-ON BUSINESS CARDS.

Your Name
Product
Service

You can have 1000 standard size cards (4X2½) printed from your camera ready copy in black ink on white or colored stock for only $95.00 delivered to your address. (Lower prices available for larger quantity orders, color ink available and typesetting available at additional cost.) For more information call (415) 827-1460 and ask for Al.

Sir Speedy®
Printing Center

2520 Stanwell Drive, Concord, CA 94520 • (415) 827-1460

your one stop printer for typesetting, camera services, high speed duplication of materials, one and multiple color offset printing, complete bindery services all at one location.